NINTENDO REVEALS PROJECT REALITY SPECS AND RELEASE DATE!

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SUPER NES BUYER'S GUIDE

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January 1994

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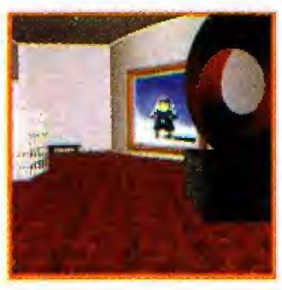

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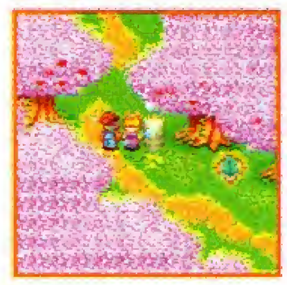

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Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through January 30.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

FEEDBACK

This is the section in which you get to give us compliments, complaints, gripes, questions, rumors and opinions. If the editor likes your letter enough he may even print it right here in the mag! Send all letters to: Feedback: Letters to the Editor, Sendai Publications, 1920 Highland Ave., Suite 222, Lombard IL 60148. Due to the high volume of letters received we are sorry that individual letters will not be answered. Keep sending in those letters, we love to get 'em.

MORE DIFFICULT RPGS

Why are all the Super Nintendo games so easy? These games are superior in every way to the NES games, except for the level of difficulty. Every time I rent a Super NES game, I beat it or at least get to the last Boss. I could never do that with the NES games. I only buy RPGs such as Final Fantasy and Zelda. I like RPGs because they make me think and use strategies, instead of just punching a button to kill a guy. I used to love Legend of Zelda 1 and 2 for the NES; but once I saw Zelda 3 was on its way, I had to buy it. The graphics, sound and playability were superb but the only problem was that I beat the game in less than a week.

Are games like Secret of Mana too easy for the veteran role-playing gamer?

I see tons of RPGs coming out for the Japanese in your preview section. I know the Japanese think we're lazy, but do they think we're stupid too? Do they honestly believe we can't think and have a good time all at once? I may be lazy, but I'm nowhere near stupid. Why don't the Japanese companies bring those RPGs out in America? I know I would buy them. Now there are three new RPGs coming out: The Secret of Mana, Lufia and Paladin's Quest. These games look and sound (by the way you described them) excellent. There is only one problem: they have probably been toned down for the American public. When are there going to be RPGs to challenge me? I want an RPG that is challenging and takes me more than a month to beat. Are there any RPGs coming out that will satisfy my needs?

Parker C. Lund
Chandler, AZ

(Ed. To begin, if you can beat an RPG in less than a week, you must either play the game for 18 hours straight or you're pretty darn good. By tradition, Americans as a whole haven't been very excited by hard-core role-playing games. The lack of action seemed to put many people to sleep instead of finishing the quest. We're beginning to see many great RPGs coming out, most notably the ones you've mentioned, which is perfect for the shopping season. Square Soft's Final Fantasy Mystic Quest was designed in America for American players; i.e. an easy quest, more action, and rock music which seemed to help stimulate interest in RPGs. Square's latest entry, The Secret of Mana, plays a lot like The Legend of Zelda and employs lots of action for those who wouldn't normally touch an RPG. As for a more challenging RPG for you, that would depend entirely on your skill level, which seems pretty high. Many of the newer releases, such as Enix's 7th Saga, have multiple characters to play as. So once you finish the game with one character, switch to another for a whole new adventure. It definitely helps with replay value. As RPGs become more and more popular, we may see a multitude of companies introducing harder variants of their RPGs for gamers just like you.)

WHERE'S WOLFENSTEIN?

I was very disappointed when I heard that Wolfenstein 3-D may not come to the U.S. Ever since Wolfenstein came out on the PC, I wanted it to be released for the Super NES. Why could it never come to the States? I have called Nintendo two times and I received the response "No, we don't have plans for developing it." I feel you guys are my only hope for bringing Wolfenstein 3-D to our shores.

Zachary Wylie
Monona, WI

Wolfenstein 3-D went through a graphic change and received green blood.

(Ed. The controversy surrounding the U.S. release of Wolfenstein 3-D involved the issue of blood. Those who have played the PC version will know that the blood literally flies when you shoot the German soldiers. For the Japanese version, the programmers went in and cleaned the game up a bit and even changed the color of the blood from red to green. It seems as though the Japanese are even toning down the violence because Mortal Kombat went through a clean-up as well. Should Wolfenstein 3-D be released in the U.S., expect to see either the blood completely removed or have the color changed to green as well.)

MULTIPLAYER TITLES

You guys really seemed to praise Super Bomberman for the Super NES so I was going to buy it. Then I noticed the Super Multitap multiplayer adapter was included for about an extra 20 bucks. My only problem with buying this game is that I don't want the adapter if I'm only going to use it for one game. Could you guys let me know if this product is going anywhere and what future games are going to use this peripheral?

David G. Chang
Richmond, CA

I had a few questions about the new Super Multitap system for the Super NES. Are there any five-player games in production? Other than Bomberman, what kind of games can we expect to see? Will there be any three- to five-player games for the Super Scope 6?

Robert Wark
Ontario, CAN

NBA Jam is one of the newest games that utilizes the Multitap Adapter.

(Ed. Hudson's Super Multitap seems to have generated a lot of interest in game producers. Not only does Super Bomberman use the peripheral, but soon we'll be seeing games like The Peace Keepers (Brawl Brothers 2) from Jaleco with the ability to have four people play simultaneously in a brawl. See Future Play for more info on this title. Other titles include the awesome NBA Jam from Acclaim which can also have four people play simultaneously and Secret of Mana which can have three play at the same time. As for the question about five-player simultaneous games, we haven't seen anything yet and there aren't any multi Super Scope 6 games either.)

WHAT ABOUT JAPAN?

Recently I was fortunate enough to take part in a trip to Japan with my family. One thing I can say is that they really love video games out there. Heck, with an arcade on nearly every street corner, they must take this stuff seriously. There was something I noticed that seemed to disturb me. Mortal Kombat is my favorite fighting game of all time, and I couldn't wait to show the Japanese gamers my skills. As I ventured into the arcades, I noticed that all the blood and fatalities were removed from the game. I always thought that Japan was less strict about the whole blood thing. Does this mean the Super Famicom version will not have the blood either?

John DeLucy
Van Nuys, CA

Sorry, but the Japanese version of MK gets the squeaky clean image too.

(Ed. It seems as though Japan may be getting tired of the whole blood controversy. As you may or may not know, arcade owners have the option of keeping the graphic violence of Mortal Kombat on; or by flipping a few switches, can turn it off to keep the action less graphic for younger audiences. As you walked around the arcade, did you happen to notice that there weren't many graphically violent games out on the floor? This is quickly becoming the norm for arcade operators in Japan. This trend of clean gaming has apparently carried over to the Super Famicom version of Mortal Kombat, where the game looks just like the American version—no blood and, sorry, no gory fatalities. Those who had high hopes of obtaining the Japanese version so they could have the blood and fatalities can now save their money.)

WHAT'S A PROBOTECTOR?

I've heard from a friend of mine that in Europe, many of the games have really different names than the U.S. versions. I always knew that many of the games that come from Japan go through a name change, but Europe too? He said that our version of Konami's Contra III is called Contra Spirits in Japan and in Europe it is called Super Probotector. What the heck is a probotector? He also mentioned that the graphics were different too. What other games that we're familiar with went through a name change on the way from Europe? Who knows, I could turn this into a book report for school! Thanks guys.

Adam Scherer
San Diego, CA

Nintendo's StarFox is known in Europe as Star Wing, but the game is the same.

(Ed. Well, this is certainly an interesting letter. We had to go back and check the records, so here goes. Yes, Contra III: The Alien Wars was renamed Super Probotector in Europe. It's not really clear as to why, but it certainly is an interesting change. The main characters have been replaced by cybernetic gun-totin' fighters. Nintendo's immensely popular StarFox was renamed Star Wing in Europe, but the game basically stayed the same. Another big name change came from the Teenage Mutant Ninja Turtles games. Every game that had that name in the title was called Teenage Mutant Hero Turtles. Name changes usually happen because a Japanese title couldn't translate well into English (usually the case) or it just wouldn't happen to work well with the area the game is targeted for. Hope this helps you with your book report!)

SUPER NES HI-TECH

PROJECT REALITY: THE FUTURE OF NINTENDO?

A 64-BIT DREAM...

In continuation of our coverage of the upcoming Project Reality system, we have traveled the world to bring you the very latest in what may be the future of Nintendo video gaming.

As you know, its development was first announced by the president of Nintendo at the Shoshinkai Nintendo Show in Tokyo, Japan. Then later at the ECTS (European Community Trade Show) in London, several demonstrations of the Silicon Graphics machine's capabilities were shown behind closed doors.

Now Nintendo has been nailing down specifics on what may be the ultimate gaming system. Instead of using a smoke and mirrors facade, like they did with the non-existent CD-ROM (which they kept pushing), Nintendo is using a new approach. This time around Nintendo is *actually* shortening the time we'll have to wait for this super system.

Instead of waiting until the year 1995 to see anything, Nintendo has announced that the arcade version will hit sometime in 1994, and the home unit will be released in September of '95. With more and more announcements like this, we can expect the 64-Bit Project Reality in no time.

However, Nintendo is hard at work with the company Silicon Graphics of America (SGI) to make Project Reality much more than a dream. Most of the popular elements of computer animation have been done with a Silicon Graphics machine. If you've seen any really cool animation, you'll know what to expect from from this machine of the future.

So keep on waiting. It might take a while longer, but it should come out eventually. With a little luck, Nintendo might push the release date forward again.

With Reality Immersion Technology, players can experience new worlds.

This new technology could change the face of video gaming.

HOW REAL IS IT?

Many people are wondering if Nintendo will actually produce this machine. Everyone is uncertain whether or not Nintendo will be able to produce it for $250. How good will it be? No one really knows, as Nintendo likes to keep things hidden. Let's hope it comes soon.

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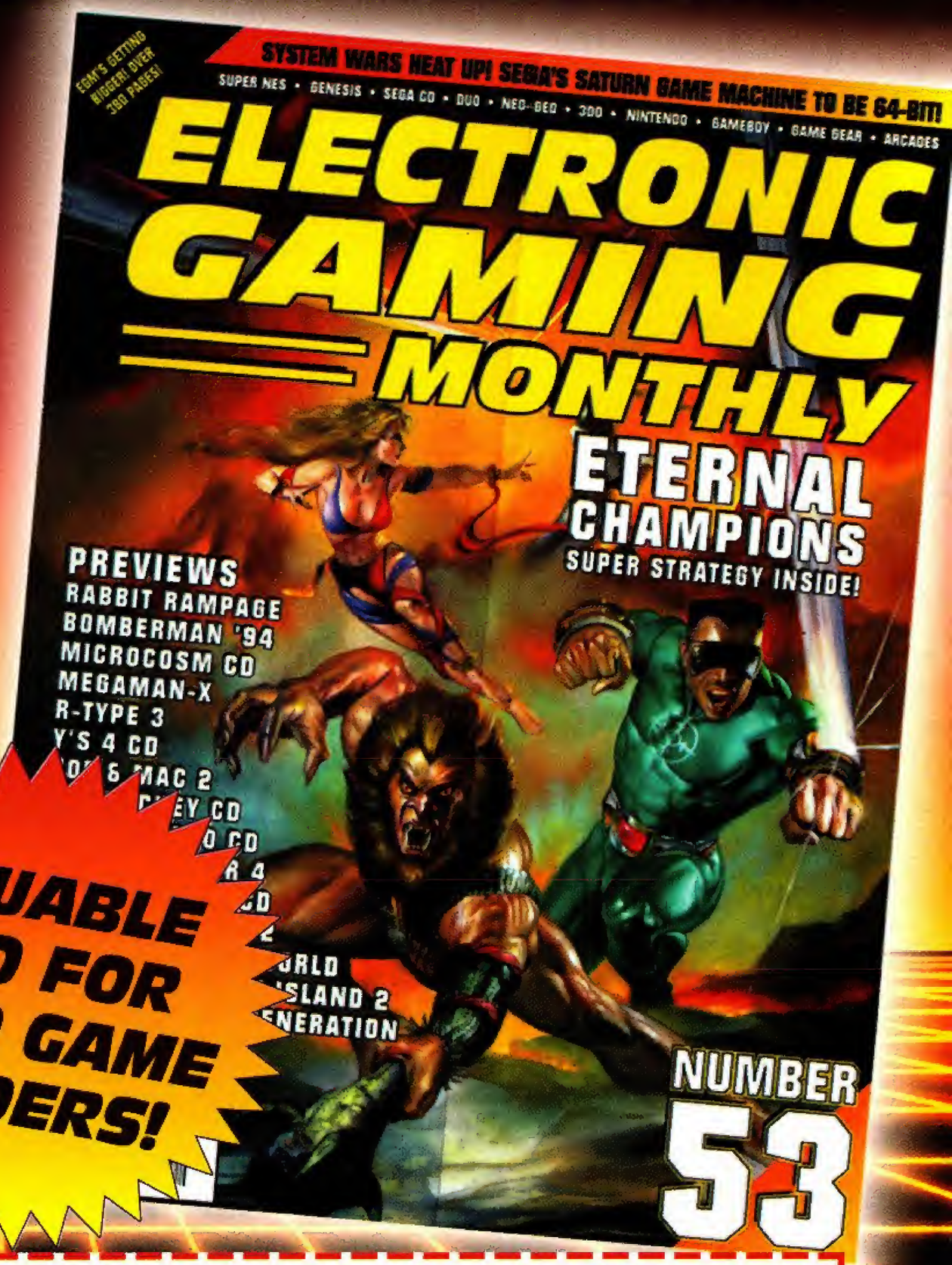

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SUPER NINTENDO TRICKS OF THE TRADE

SUPER EMPIRE STRIKES BACK

By JVC

Sound Test, Title Rotation, 7 Credits

First, go into any level in the game. Take controller 1. Now, press and hold Y, B, X, A, DOWN. While still holding these, press START. You will access the Sound Test Screen. Change the music to your liking. Press START to go back to the level. Repeat the trick for different messages. After doing this several times, the messages will reveal two codes. The first one'll tell you to have title fun by putting in the code: Y, Y, Y, Y (You can rotate the Star Wars title and the text following it with the top L and R buttons). The other code tells you a 7 credits trick by pressing X, Y, A, B, X, X. Both of these must be done at the Title Screen, where the "Start Game," "Option Menu" and "Password" Option come up. Turn the power on the Super NES off and then on again before doing the tricks to make them work.

Hector Rodriguez; La Puente, CA

Go into any level and hold Y, B, X, A, DOWN. Press START.

A Sound Test will appear! Choose any music you like.

Do this many times for a new message under Sound Test.

Do it several more times and you will get the two new tricks!

WING COMMANDER: THE SECRET MISSIONS

By Mindscape

Special Options Screen

Have you wanted to get further in this game and didn't know how to do it? Now there is an easy way to get further in this space combat simulation with the help of a special Options Screen that will allow you to do a load of incredible things for this game. Here is how to do it: When you reach the Title Screen, take controller 2 and press these buttons all at the same time: the top L button, top R button, SELECT and START. The music will fade out if you did this correctly. You will then see a screen that will allow you to choose your series, mission, invincibility on or off, song, sound effects, sound group and exit the screen. After you choose your options, exit and you will be able to enter your name. You will then be able to start on the mission you chose with invincibility!

Omar Khan
Lutz, FL

Take controller 2 and do the trick at the Title Screen.

This screen will appear. You will be able to choose options.

You can choose any mission on any series with the trick.

You will also have total invulnerability to damage!

ZOMBIES ATE MY NEIGHBORS

By Konami

Level Passwords

At the Title Screen, access the Password Option and press the START button. On the Password Screen, enter these codes to start on that level in the game. The stages give you passwords every five levels, so this way you can get to later stages.

Level 05: FHRX
Level 09: NBGW
Level 13: RFCR
Level 17: RKYL
Level 21: PXBG
Level 25: XYLZ
Level 29: XLZG
Level 33: WJQK
Level 37: BZVG
Level 41: BRPK
Level 45: VLHX

Highlight this Password Option and press START.

When the Password Screen appears, put in a level code.

You will get the name and level number when you begin.

Give yourself a head start. Start further in the game.

SUPER BOMBERMAN

By Hudson Soft.

Shrink Code

This code will allow you to shrink your character to a very tiny size. At the Title Screen, move the cursor down to the Password Option and press the START button. On the Password Screen, enter the code: 5656. When you start a normal game, you will see that your character is very small! Use the tap to shrink all players in a battle game. This will make the game difficult.

Access the Password Option from the Title Screen.

When the Password Screen appears, put in this code.

You will end up being a small character in the game.

You can have a tournament with four small players!

ROCK 'N' ROLL RACING

By Interplay

Play as Olaf the Viking

Now you can play as one of the characters from another Interplay game—Olaf the Viking! To get him as your driver, start a new game and go to the Select Hero Screen. Press and hold the top L, R and SELECT buttons simultaneously. While holding these, move the pad RIGHT to scroll through the players until Olaf appears! If you choose him, you will be able to get three advantages for the car you use, thus giving you the advantage in each and every race. Picking Olaf as your racer is a very wise choice.

George Stanley; Las Vegas, NV

On the Title Screen, choose a new game in which to start.

Select a one-player game from this screen and press START.

At the Select Hero Screen, hold those specific buttons.

Scroll the screen to the right until you see Olaf the Viking!

SUPER CONFLICT

By Vic Tokai

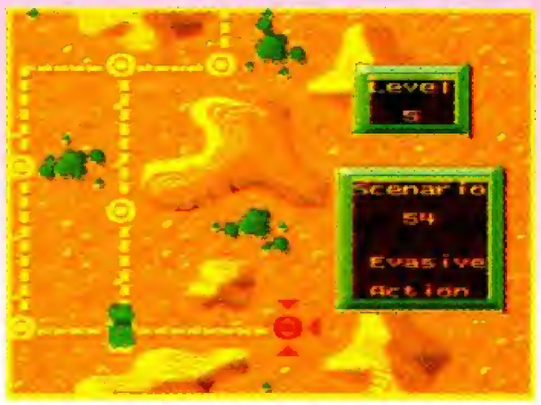
Select Starting Level

Start a one-player game. Get to the Level and Scenario map with the Jeep. From any position on the screen, press and hold button B and the top L button simultaneously. Then press and hold X and Y. Now, release X (still holding B, L and Y) and then press it again. Release all of the buttons. Now, every time you press buttons B and L together, the next area of play on the map will open up. This will allow you to play any stage in the game without going through the previous battles.

David Baker
Danville, VA

Choose a one-player game in the Game Options Screen.

Get to the Scenario Map and do the trick with controller 1.



Now, press B and L together; you'll get the next area.

Get anywhere in the game without previously fighting.

ROCK 'N' ROLL RACING

By Interplay

Larry Sound Test

Now you can access a very cool sound test with only Larry, the announcer! First, choose a new game and then your number of players. Now, when you get to choose your options, move the arrow-cursor down to "Larry On." Now, press the top R button to go forward in the Sound Test or the top R button to go backward. Press these to go through all of Larry's sayings.

From the Title Screen, choose the New Game Option.

Choose your number of players and start the game.

Choose to set the options when this screen appears.

Make sure Larry is on and press L or R to make him talk.

ROCKY RODENT

By Irem

Unlimited Continues

This code will give Rocky Rodent unlimited continues. You must do this code very quickly. Timing is critical. At the Title Screen, press START. While Rocky runs across the screen, put in this code as fast as you can: Y, A, R button, A, B, A. After you do this, the screen will fade out. Now, you will see a new option screen. Place the cursor on Continues and move it to make it a "?" for an unlimited amount of continues! When you die in the game, it will ask you if you want to continue. You will be able to do this as many times as you want!

At the Title Screen, press START and do the trick.

If you did it quickly enough, you will get this "Extra Mode."

If you happen to die within the game, wait to continue.

This screen will come up. You will continue unlimited times!

ROCK 'N' ROLL RACING

By Interplay

Select Planet Inferno

If you think some of these planets just don't cut it when it comes to difficulty, try this trick to select a planet that you would not normally be able to choose. To immediately select the planet Inferno, just do this rather simple trick. At the Title Screen, choose VS. Mode. When you get to choose your planet, press and hold the top L and R button and SELECT. While holding these, press to the RIGHT to scroll through the players. While scrolling through the planets, you will be able to select Inferno.

George Stanley,
Las Vegas NV

At the Title Screen, choose the Vs. Mode and then start.

At this screen, choose the option to change your planet.

Hold the buttons for the trick and scroll 'til you get Inferno.

This planet is hot! Take the turns carefully in this world.

YOSHI'S SAFARI

By Nintendo

Code for New Quest

Once you beat the normal game, you will get a code from Yoshi that will give you a new, more difficult quest to complete. This is the code. When the Title Screen appears, press the top L button, the top R button, X, Y, and START simultaneously. The code worked if you see the screen fade out and the background turns purple. Now there is a new challenge you must face!

At the Title Screen, press the buttons to do the trick.

The background will change to purple if the trick worked.

The Princess tells you that you must return to the land.

Now, you will be faced with more challenging stages.

JURASSIC PARK

By Ocean

Secret Level

In Jurassic Park, there is a bizarre hidden level in the mountains east of the Visitor Center. Follow the path around the mountains until you come to the junction pictured below. Once there, press up into the rock wall. You will find a secret level. In this level, you can find a 1UP and max out your ammunition. And what's really weird is that there is a giant letter D down there. What it's for, nobody knows. Anyway, you can go in and out and rack up a lot of free lives. It's quick and easy to do. Then you should get past this fast-paced action cart with ease.

Press up into this rock face to enter the secret level.

The secret level has no enemies, just power-ups.

There is a free life in the room on the right. Find it.

What the heck is this D for? If you know, send it in.

SUPER WIDGET

By Atlus

Level Passwords

Here are great level passwords for this game.

LEVEL 02: JHKKWR
LEVEL 03: WKKJWW
LEVEL 04: JKRLWR
LEVEL 05: RBKKWW
LEVEL 06: JBKHRR
LEVEL 07: WJRMWH
LEVEL 08: JJRSWH
LEVEL 09: RSRMWH
LEVEL 10: JSKHHH
LEVEL 11: RLKBHH
LEVEL 12: JLLSFH

Also, there is a special code that will allow you to play on various levels at different difficulty settings from one to five. The special code is:

KHHRSJ

R. McClanahan
Oklahoma City, OK

Point and choose the Continue Option from here.

Enter this (rather strange) screen and put in a password.

You will be able to begin in the level of your choice.

With the special code, you can start in various weird levels.

SUPER STRIKE EAGLE

By Microprose

Bonus Secret Mission

To get access to a mission that is not in the normal game, just choose from the Title Screen, the Save Code Entry password screen and enter this code: **G6CH4228.** This will get you a very difficult hidden mission in this game. You will begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

At the Save Code Entry screen, put in this password.

A woman's voice will say, "Access Granted." Now exit.

This screen will give you the choice of briefing or starting.

You'll be in the middle of a brigade of ships and aircraft!

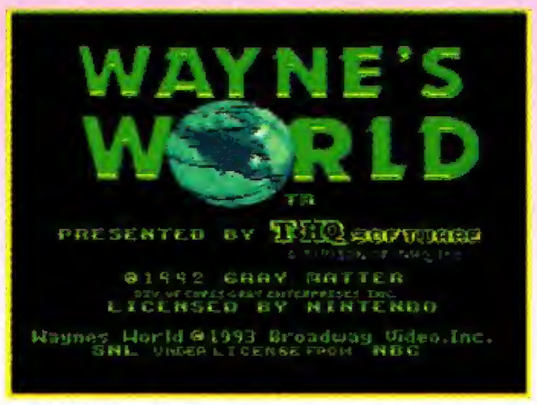
WAYNE'S WORLD

By T*HQ

Stage Select

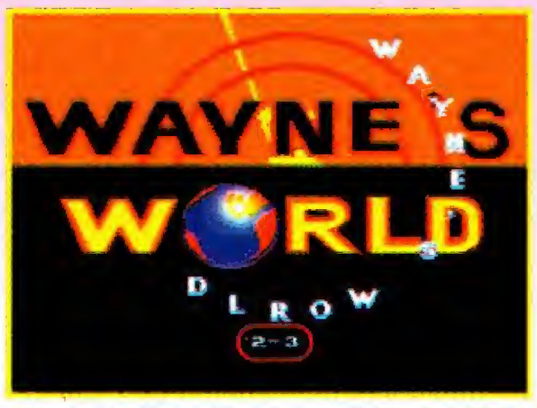
To select your stage to start in Wayne's World, just use this code. Press START to go to the Title Screen and wait for Wayne and Garth to start singing. While this is going on, press and hold the X, top L button and top R button simultaneously. Let go of these and press UP, Y and B simultaneously. A set of white numbers will appear on the bottom of the Title Screen. Using the SELECT button, you can cycle through the levels and stages at the bottom of the screen. Now, just choose the one you want. Press START to begin on your chosen level.

Marcus Roquiz; Erie, PA



When this screen appears, press the START button.

When Wayne and Garth start singing, do the trick.



A set of numbers will appear at the bottom of the screen.

Press SELECT to choose your level and then press START.

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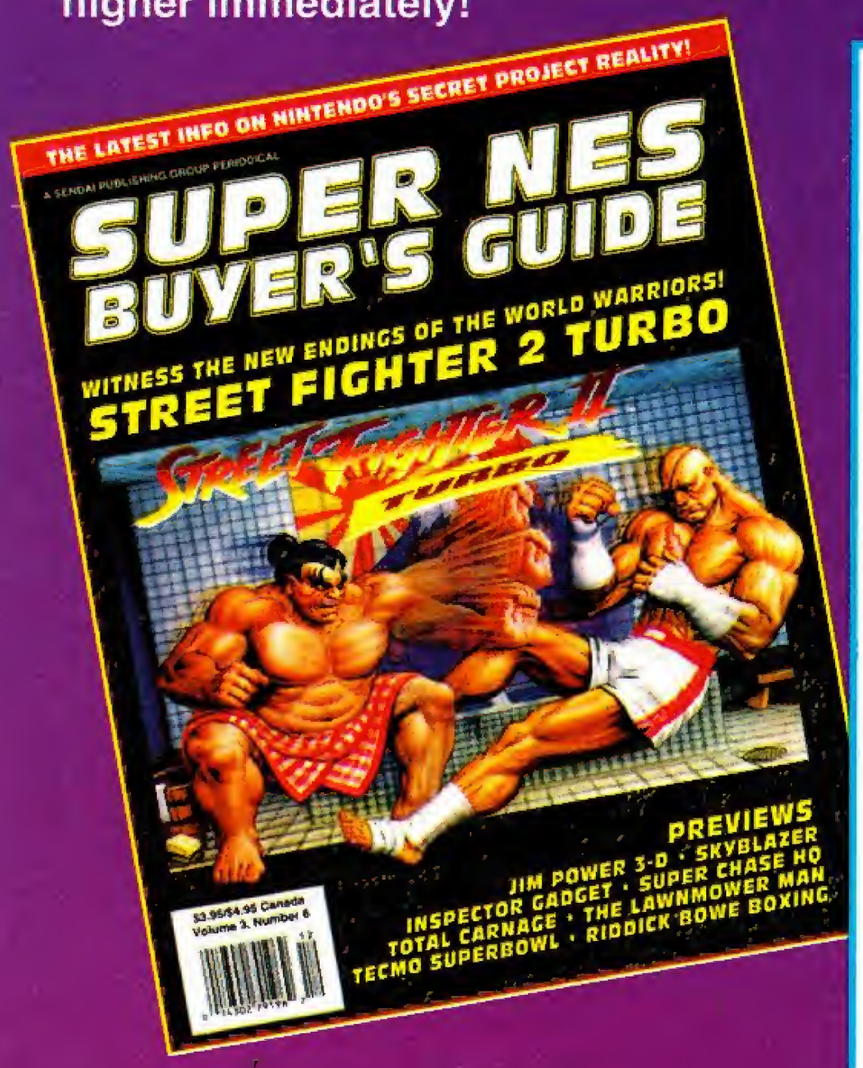

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HSNA1

FUTURE PLAY

NEW SOFT NEWS

Lots of news this month. Several projects in the works include some exciting titles by Sunsoft, like a sequel to Aero the Acro•Bat tentatively titled Zero the Kamikaze Squirrel. The Death of Superman is also on the way. The game uses the Doomsday plot line, with one or two players to choose from the "Supermen" who have stepped forth to save Metropolis. Sunsoft is also closer to finishing Kung Fu-The Legend Continues. Expect this to be chock full of martial arts action. Based on the cool animation comes The Pirates of Darkwater. It will provide two-player fighting action.

It seems that in a short while, there'll be a whole slew of games using the F/X chip. You probably know about F/X Trax by Nintendo (which is rumored to be 32-Meg...), but did you know that ElectroBrain is working on one as well? Yup, it's called Citadel, and you control a transformable fighter. Also overseas, there is the company called Elite. They are making two intense racers called Powerslide and Dirt Racers. So if you want F/X chip technology, just wait a little longer.

Other big news is Super Turrican 2 by Seika. This one looks really good. Not only do you have more weapons, but you have a grappling hook arm too! The graphics are better than the first, and the new effects are simply great. Look for it soon.

Data East is working on Joe & Mac 2, which goes above and beyond the original by putting you in a huge new quest. There's also a Side Pocket for the Super NES on the way.

If sims are your style, Romance of the Three Kingdoms 3 places you into a new realm of strategy and intrigue. Wow! A multitude of games are on the way!

SQUARE OF JAPAN

FINAL FANTASY VI

CART SIZE	THEME	AVAILABLE
24 MEG	RPG	MARCH '94

The latest installment in Square's magnificent Final Fantasy series weighs in at a massive 24-Meg. The story this time is set in a distant land long ago where magic and sorcery have been replaced with steam technology. The hero, Lock Cole is a treasure hunter (others call him a thief) who is accompanied by Mog, a strange furry animal with wings. While the two are in a village, a powerful force of mechanized armor

mount a devastating attack. In the fighting, an invading mech is destroyed, leaving its driver, Tina Bradford, alive but without her memory. Lock takes her under his wing and the motley trio set out on an epic journey fraught with wonder, danger and romance.

The game system is very similar to Final Fantasy IV (which was released in America as Final Fantasy 2). The people in the player's

party constantly change in step with the story, so there should be many plot twists and dramatic events.

As you can see, the graphics are simply breathtaking. The music also remains true to FF's tradition of excellence. Unlike typical RPGs, the fighting takes place in real time, so things get really intense!

It's too bad, but the stupendous Final Fantasy V (launched in '92 in Japan) hasn't even been released in America yet as FF3. Although it's rumored that FF3 may be released in America in '94, it's a long to wait for the game voted as the #1 RPG by Japanese players. Hurry up Square!

ELECTROBRAIN
CITADEL

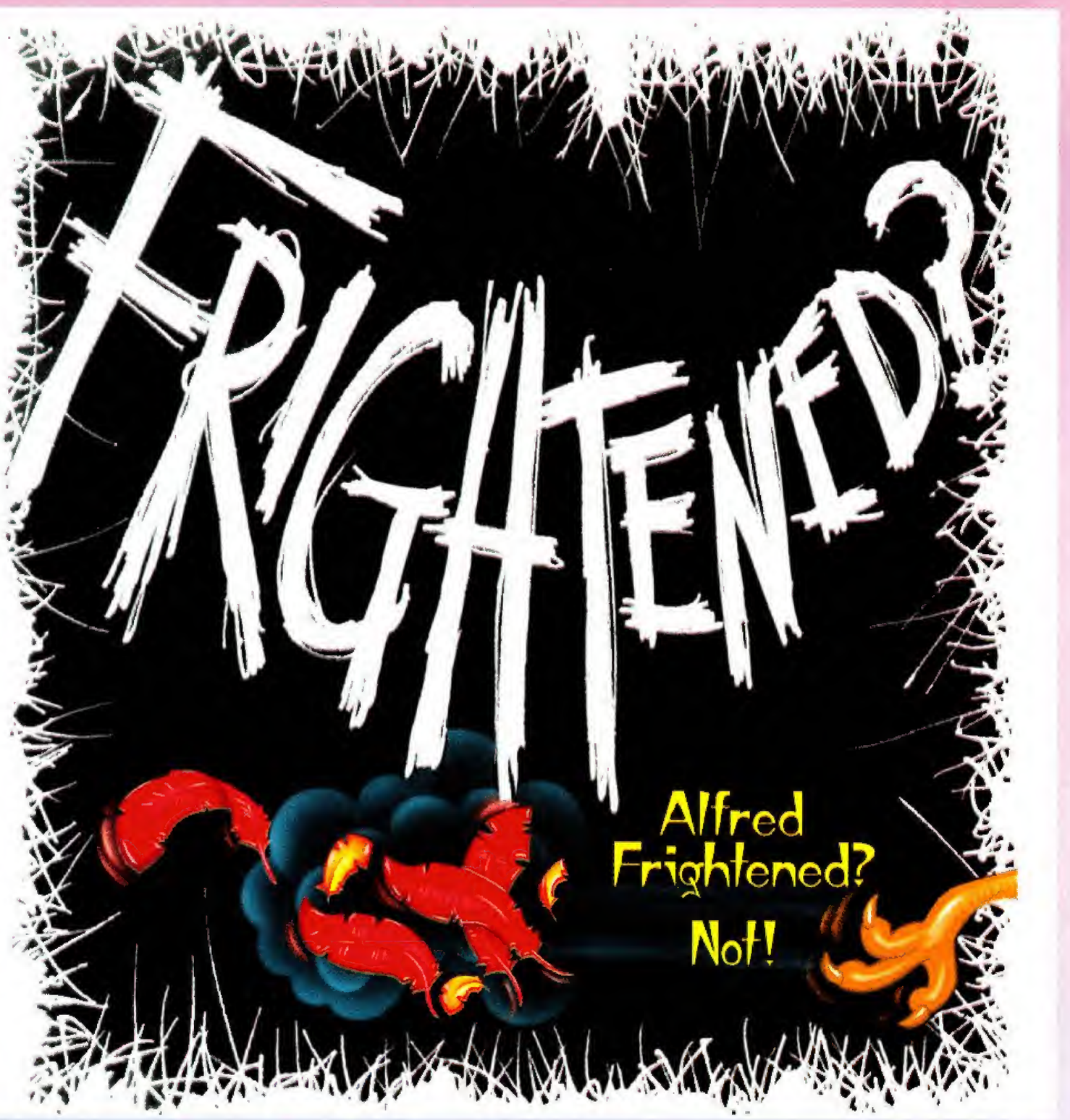
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	APRIL '94

ElectroBrain is working on a brand new F/X chip game for the Super NES called Citadel. In Citadel you are supposed to combat the forces of an evil armada with your ship that can change into four awesome forms. You transform into an

unstoppable leviathan, or a speedy jet. You can be a sort of land rover or a giant mech. Each form has its own strengths and weaknesses. Some are slow, while others are fast. You'll have to decide how you will plan your attack.

Citadel uses the F/X chip to generate a realistic simulation of real combat. You'll fight against impossible

odds and use massive firepower. If you are waiting for the next F/X chip game, this is it. Citadel won't disappoint you.



OCEAN
EEK THE CAT

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	APRIL '94

That luckless cat from Saturday morning is on his own game for the Super NES. This comical cart has funny situations just like the show. All sorts of funny characters make cameo appearances. Eek must survive the many levels despite all the hazards that befall him.

Eek the Cat is a fun adventure that is very close to the humorous cartoon. It even has the vicious Shark Dog! No matter how you look at it, Eek is a lot of fun.

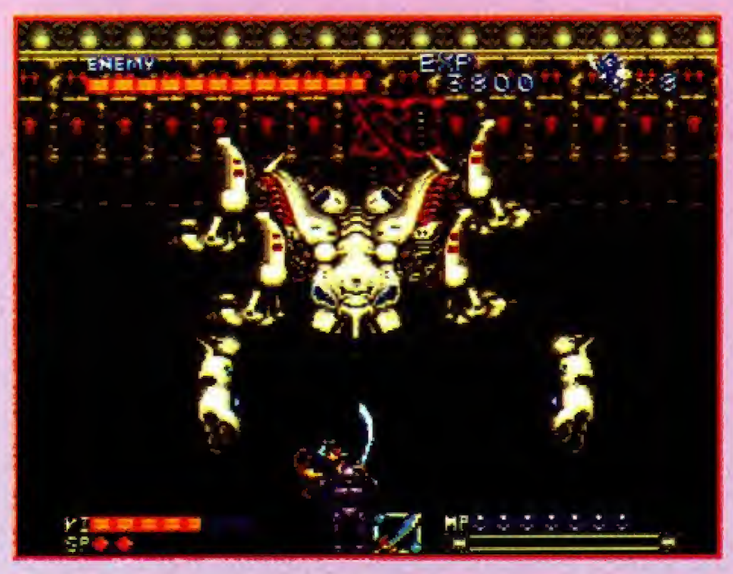
ELECTROBRAIN
TONY MEOLAS' SIDEKICKS SOCCER

CART SIZE	THEME	AVAILABLE
8 MEG	SPORTS	NOW

For intense soccer action take a quick look at Tony Meolas' Sidekicks Soccer. This cart uses Mode 7 to put you right in the middle of the action. The screen will rotate around to give you the best possible visual advantage. That way, you won't miss an incredible play. Tony Meolas' Sidekicks Soccer plays very well, and there are a lot of options to choose from. This is one of the better looking soccer carts around. It's a blast for any sports fan!

SQUARE OF JAPAN
ALCAHEST

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	NOW



Developed by Hal Laboratory (known for their games like Kirby and NCAA Basketball) and licensed through Square of Japan, this cool action/RPG is about to be released. This cool cart has you assuming the role of Allen, a sword-swinging hero.

As Allen, you must battle huge enemies and travel through enchanted lands. Along the way, you can pick up five partners like a White Mage, Wizard, Knight, Cyborg or even a guy who turns into a Dragon. Besides these characters, you must also find weapons called Guardian Blades. These four sacred swords control fire, water, wind and earth.

These will give you tremendous power. If you are into import RPGs, Alcahest is a sure pleaser. Hopefully Square will bring it to the States.

JALECO
THE PEACE KEEPERS

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	1ST QTR. '94

Once again it's up to a group of fighters to stop an evil corporation. This time around it's Deutchland Moldavia Corporation, the only

company of considerate power in 2011. They have mastered genetic manipulation and AI (Artificial Intelligence). Unbeknownst to most of the population, they are bent on total world domination.

The fighters who rise up against

the might are but four (but more join later) and they must fight an entire army of powerful mutants and warriors. They must hunt down Trip Iago and his company before the entire world suffers.

This is along the lines of the Rival Turf games by Jaleco, and anyone who liked those games will enjoy this one. The Peace Keepers should keep you fighting for a long time.

ELECTROBRAIN
WINTER EXTREME

CART SIZE	THEME	AVAILABLE
8 MEG	SPORTS	FEBRUARY

If there ever was a pulse-pounding sport, it has to be going downhill really fast with a great chance of breaking every bone in your body. Winter Extreme puts you in that experience, right on top of a snow board, in fact. This game is a racer

of sorts, as you have tough times to break and checkpoints to meet. What's preventing you from blowing through this cart? Well, for starters, there are giant boulders, snow drifts, body-shattering trees and a whole load of natural traps just waiting to put a bruise on you.

Winter Extreme uses Mode 7 to put you in a quickly scrolling,

realistic environment. It's so realistic you can feel the wind in your face. If you want racing action, Winter Extreme will pique your interest.

ACTIVISION
X-KALIBER 2097

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	MARCH

In the year 2097 a terrible organization is slowly overwhelming the peacekeeping efforts of the many governments. The leader of this group has a nearly indestructible sword from which he inspires fear.

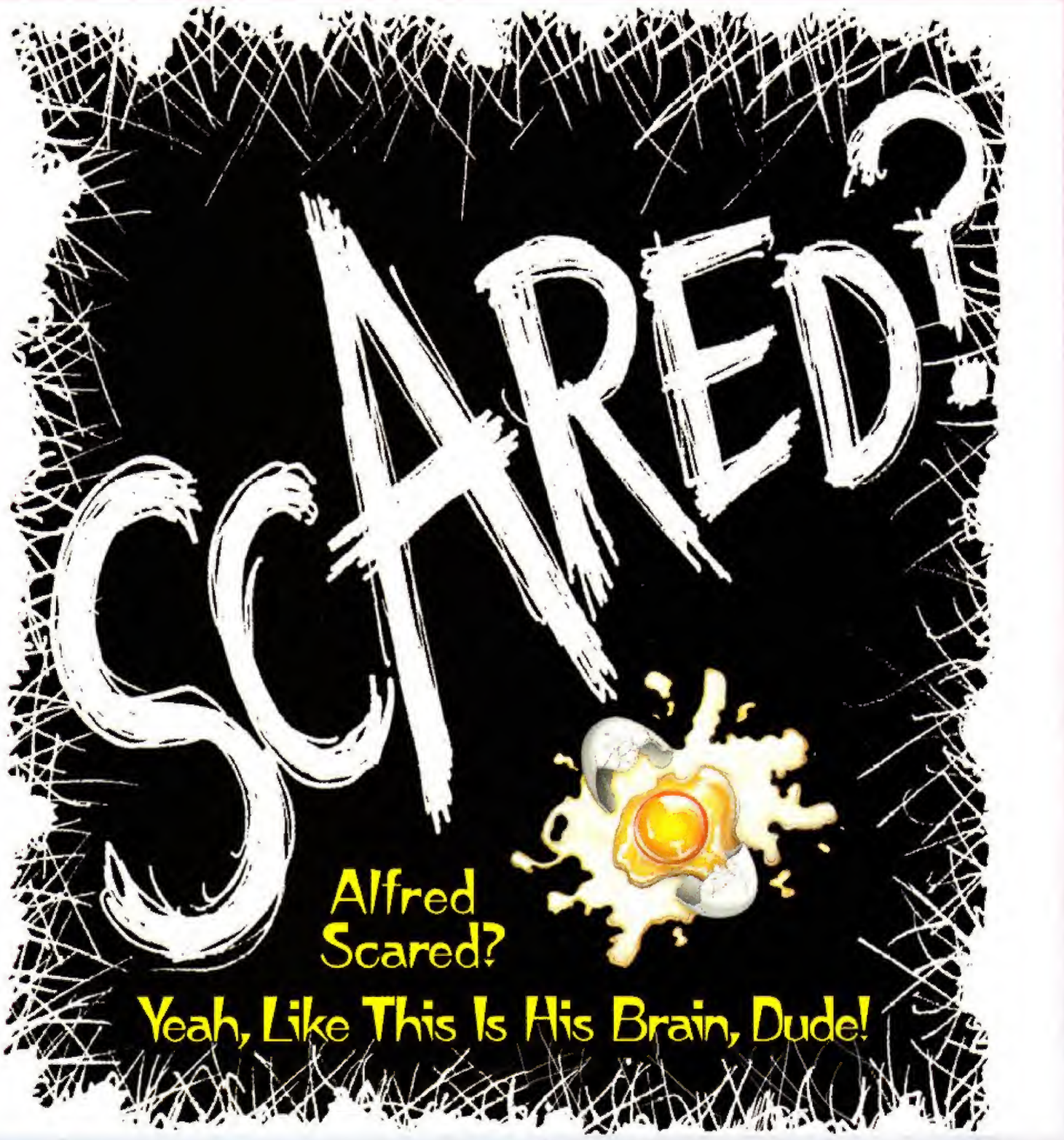
There is only one man who can

pose a threat to him: you. Your sword is the sharpest, strongest and deadliest in the world. So things are up to you to put an end to the mutated freaks and cybernetic slayers.

X-Kaliber 2097 has top-notch graphics and almost non-stop action. There is even a Battle Mode where you can play as the Bosses or the main character in Street

Fighter-style play!

If hard-hitting action is what you're looking for, X-Kaliber 2097 will whet your appetite.



OCEAN
ADDAMS FAMILY VALUES

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	MAY '94

The Addams family is back again for another dose of fun on your Super NES. This cart is loosely based on the new hit movie *Addams Family Values*.

You play as Uncle Fester, that balding guy who has the unique ability to illuminate light bulbs. You must wander about the mansion, stopping the spooks that plague it.

Expect this cart to have both intense and funny moments. It's ooky spooky fun!

VIACOM NEW MEDIA
ROCKO'S MODERN LIFE

CART SIZE	THEME	AVAILABLE
12 MEG	ACTION	APRIL '94

Rocko's Modern Life: Spunky's Dangerous Day is the first project by Viacom New Media. Based on the new animated show on Nickelodeon, you control Rocko—a lovable wallaby as he tries to keep his dog Spunky out of trouble.

Rocko's Modern Life is an action-oriented puzzle game that has a number of wacky enemies and levels. Fun is the key word here.

Rocko's Modern Life looks to be a good first attempt for Viacom.

BANPRESTO OF JAPAN
GREAT BATTLE GAIDEN 2

CART SIZE	THEME	AVAILABLE
10 MEG	ACTION	FEBRUARY

Banpresto is bringing yet another SD (Super Deformer) game out for the Super Famicom. You can play alone or with a friend and choose from one of four SD heroes. You can choose the Gundam, Rider RX, Ultraman and Roa (a character

made especially for the games). This new SD game is quite unlike the others in that it is set in a wacky world that is reminiscent of the Japanese festivals.

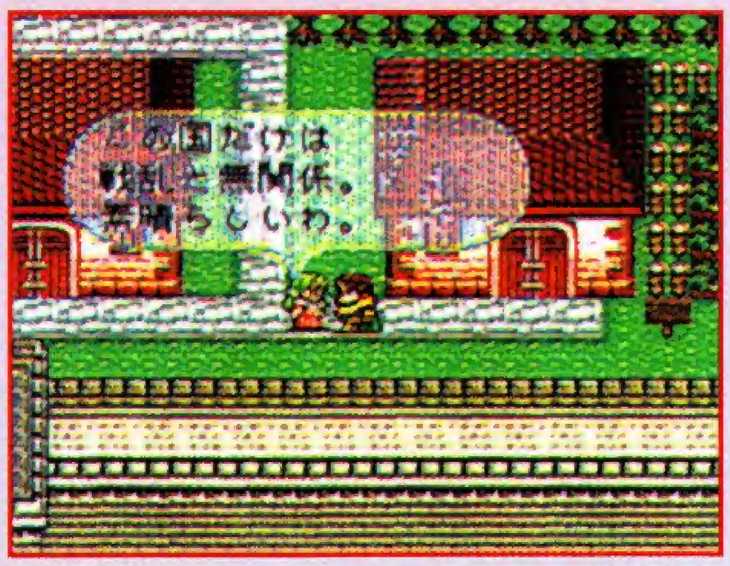
This side-scroller has plenty of hidden secrets, like stalls that have little miniature games in them. You can also buy weapons and items to help your cause.

This colorful and wonderfully weird action cart is a blast. Any *anime* fan will recognize most of the characters right away.

SQUARE OF JAPAN
ROMANCING SA-GA 2

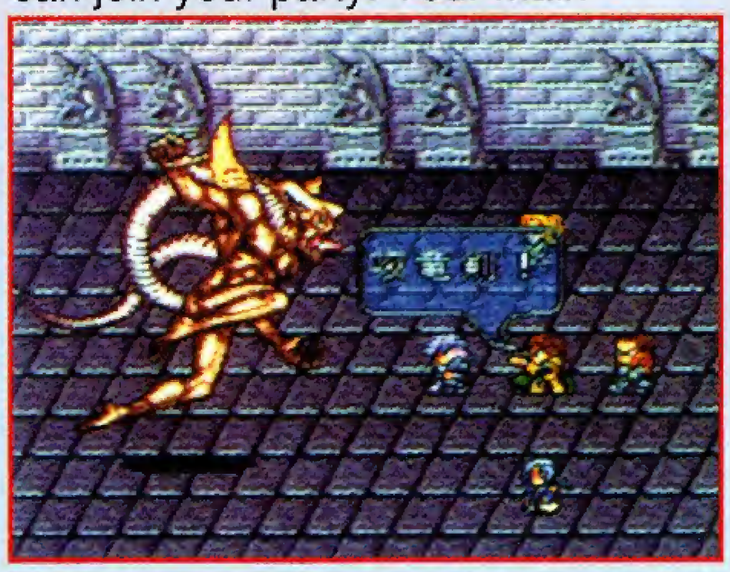
CART SIZE	THEME	AVAILABLE
16 MEG	RPG	NOW

From the makers of Final Fantasy and Secret of Mana comes yet another awesome RPG. Unfortunately it's for Japan only, and it's



unlikely we'll ever see it here. (Wake up Square!) It's really a great RPG.

This huge quest lets you choose what you do. You have the option to save a village or let it burn. There are over 200 side characters who can join your party! Your main



characters can even get old and die!

There are literally dozens of quests you can set out on, and what happens is up to you.

I wish Square would bring this (and Final Fantasy V) to the States. These RPGs are too cool to be missed. The Super NES is really lacking in the RPG department, and any out there is better than none. This game is great if you can read

ASCII
SPELLCRAFT

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	MARCH

You are the Spellcrafter known as Robert. You have the ability to weave spells of magic within you. Using the magic of Valoria and your power staff, conquer the vast numbers of evil beings that have plagued the realms.

Two people will step in to help you. The first is Garwayan, your mentor. The other is Selina, a witch from your mystical world.

Spellcraft allows you to mix and match your own spells, so that you can aptly fight the forces of evil.

You fight enemies in action screens similar to those of the game Immortal. You'll have to dodge,

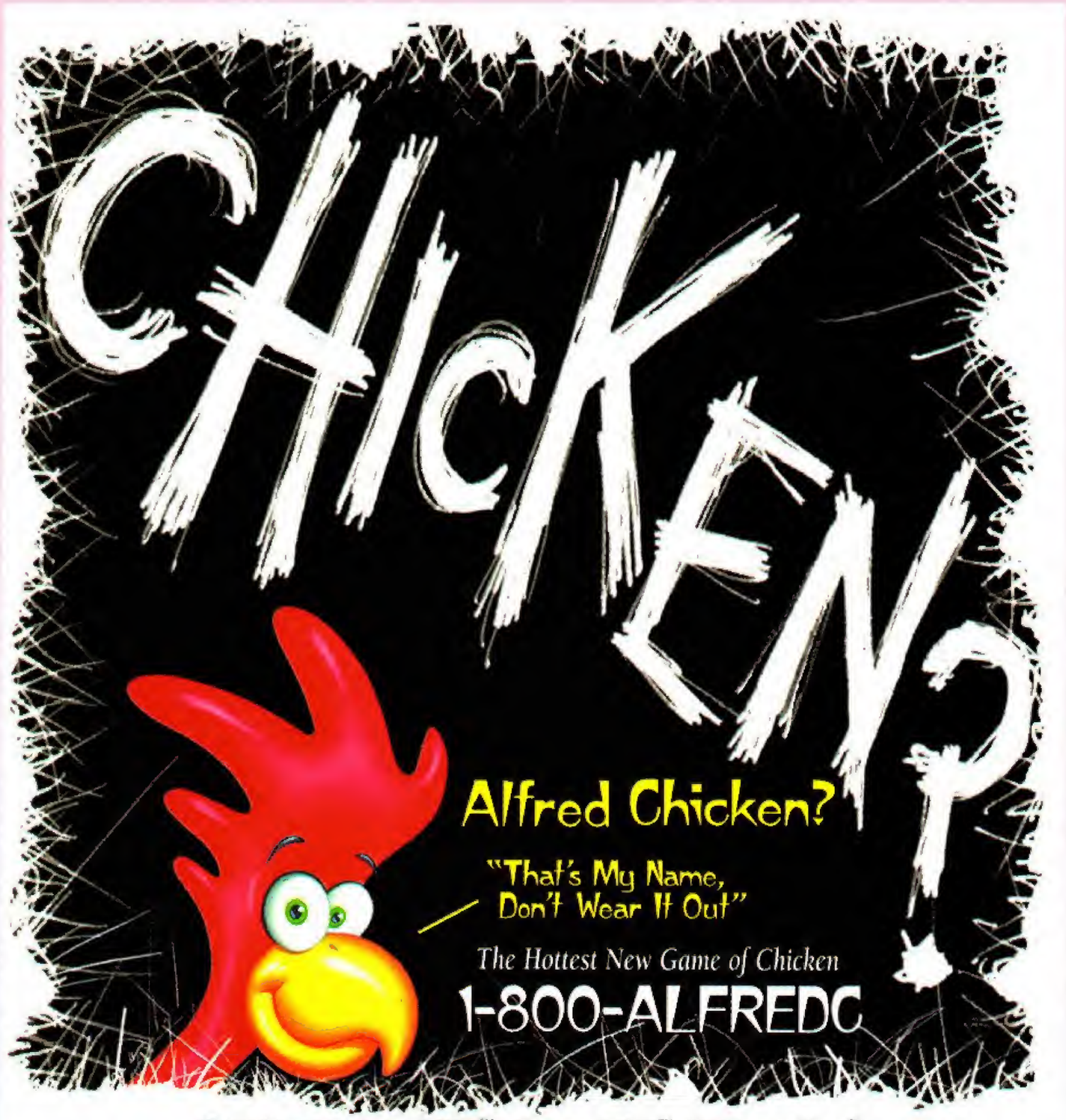
weave, swing and swipe to win.

Spellcraft is a pretty decent fantasy game. The many magics make experimentation an enjoyable task.

AMERICAN TECHNOS		
SUPER PINBALL		
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	MARCH

For the only pinball action around for the Super NES, try a dose of Super Pinball. American Technos brings the realism of the arcades home with this cool cart.

Though you'll probably miss standing up and hitting buttons, this is the next best thing. There are several games in one, from a Jolly Joker to a gnarly Wizard. Super Pinball even has tricks you can't do in the arcades. What can I say, this is the only pinball action around. Saying it's intense is an understatement.



LJN		
T2: THE ARCADE		
CART SIZE	THEME	AVAILABLE
N/A MEG	ACTION	JANUARY

Here's an arcade conversion that'll have you gnawing your nails. T2: The Arcade has you assume the role of a reprogrammed terminator who must protect John Connor (future leader of the Resistance) from the evil machines of Sky Net.

If you've ever seen the movie Terminator 2, you'll find the same intense action in this game translation. It's really close to the arcade game as well, and two-player to boot! Intense enough for you?

NINTENDO		
METAL COMBAT		
CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	NOW

If you thought Battle Clash was intense (with the hard setting at least...) here's a real challenge. Your Super Scope will stop collecting dust, and start smoking with this sequel to Battle Clash.

One major advantage Metal Combat has over its precursor is that it's got a two-player mode. That's right, the second player can control the enemy and its weapons systems! This looks to be the hottest Super Scope game. (Better than Yoshi...)

OCEAN		
MIGHTY MAX		
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	2ND QTR. '94

Mighty Max is a funky cart by the folks at Ocean. Max is a little kid with some pretty unique powers up his sleeve. This is like your standard action game, with the added bonus of lots of locations to explore.

Kill cute enemies and collect power-ups. Mighty Max seems to be aimed at the younger audiences, and its graphics are well done. This title is an all-around good adventure. It's a little something to look forward to when it hits the stores.

SUPER NES PREVIEWS

PUBLISHER	SUNSOFT
AVAILABLE	MARCH
THEME	ACTION
MEGABITS	12
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	100%

OPTIONS

In the Options Screen, raise your number of lives up to 10. You can also turn the music on or off, play a Training Mode or redo your button configuration.

CONTROLLER

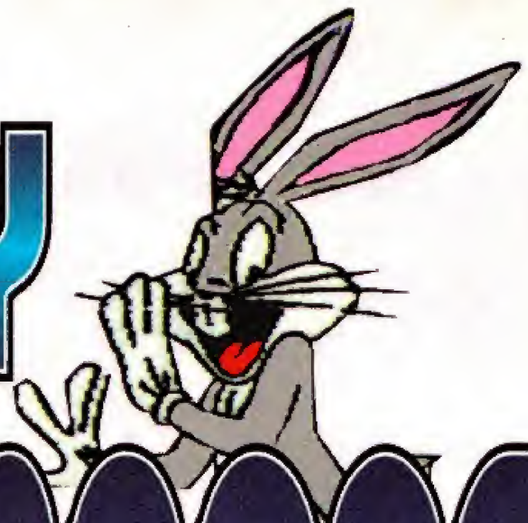
Pad: Directional
Select: None
Start: Pause
A: Special
B: Jump
X: Kick
Y: Pie throw
R: Select item
L: Select item

There are also several button combination attacks, like B then Y to hit enemies from above.

STORY

A mysterious animator is out to drive Bugs crazy by throwing him from one zany situation to the next! Each level is different, ranging from the Old West to a level that is in space! If Bugs Bunny can manage to make it through all of the levels, he will be able to unveil the animator and dry up his inkwells once and for all. Good luck Bugs!

BUGS BUNNY RABBIT RAMPAGE™



ACME DEVICES

Bugs can use a lot of the things that he is famous for in the cartoons, such as the exploding dog bone, bombs and a lot of other items that produce hilarious results.

The fake bone blows up dogs.

Drop this and you will start here.

Carrots restore Bugs' health.

Drop a safe on someone!

Dynamite explodes fast.

The jam will stick it to bad guys!

Bombs are really explosive!

Cork up the Big Bad Wolf.

Looney Tunes, characters names and all indicia are trademarks of Warner Bros. ©1993

LEVEL 1:1

Bugs Bunny wakes from his nap to a snowy world and sneaky dogs.

There are two kinds of dogs on this level. The red one is looking for Bugs so he can pound on him. The darker brown dogs are only pointer dogs—they are just looking to find you so that the hunter can get a good shot off at our furry friend!

This dog tries to cover up as Bugs delivers one of his intense kicks! The animation of this game is remarkable.

This dog got a hold of one of those pesky Acme exploding dog bones! The other dog is still swinging like mad to pound our Bunny into nothingness.

Bounce on Fudd's head to get him out of the picture!

Bugs will stick his finger into the gun for a backfire!

LEVEL 2:1

Now fight your way through an old-time saloon complete with bartenders and bad guys!

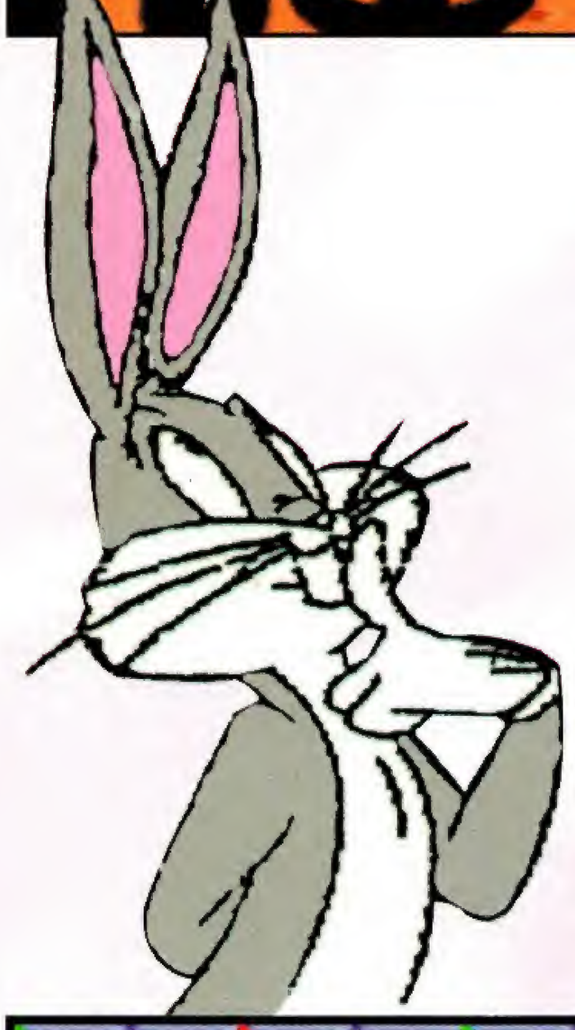
This little indian shoots arrows like you've never seen before. His arrows follow you on the screen attempting to wipe you out!

The Boss of this level is one bad dude! Check out his bullets—they are hilarious.

Drop a safe on a bad guy with the bullseye icon.

Jump on barrels and they'll launch you up.

Go all the way to the left in order to throw the switch that will raise the wall of doom!



LEVEL 400

In this level, you'll spend most of the time dodging the bull. The object of this level is to lure the bull all the way to the left of the level. Then he can break through the wall that is blocking the switch. Once you turn the switch, raise the wall of doom. The wall is the only thing that can stop this animal. After it's up, take the bull all the way to the right of the level so that he'll knock himself out! Don't get nervous because there is a big crowd. They are all eager to see the show!

After you throw the switch, go all the way back to the left. Lure the bull over to the wall of doom.

The only way to stop this raging mammal is to send him head first into this wall!

LEVEL 1:3

Here our hero has to face danger in the form of fairy tales come to life. Everyone is in attendance, including the three little pigs with their respective big bad wolves! A gingerbread house and a witch will also make an appearance.

This wolf is gonna blow your house down. Use the cork to stop him.

The witch flies around, casting spells at Bugs, trying to turn him into something else. Watch out for the little gingerbread men that will hit you with candy and pastry.

Bugs got hit with one of the witches' spells and is now the famous frog!

Sam has a dragon to ride now and he also has a bad temper!

Jump on his big nose when he stops to kill him!

Be careful or you will die and be erased!

Clay Fighter™

HE'S A MAJOR KI

BLOB

ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION

ICKIN THE INASS!

Meet Blob. A hilarious, bizarre mess of radio-active clay, ready to do battle. Blob's a Clay Fighter and a master of goojitsu, able to squash his opponents in a single leap. Forming himself into a vicious attacking shoe, Blob will give anyone the boot. So watch Blob and all the other Clay Fighters "goo for it" in the outrageous adventure that will leave you hysterical.

TOP TEN REASONS TO PLAY CLAY FIGHTER.

10. Interact with radioactive materials - right in your home!
9. Tiny was recently cleared of allegations of steroid use.
8. Taffy's amazing resemblance to Al Gore.
7. Computer screen turns your face a really cool – and disgusting – shade of green.
6. Chicks dig Bad Mr. Frosty.
5. You won't be condemned for mutilating them. (It's not like they're mortal or something).
4. Slimier than your math teacher.
3. You can't poke your eye out with it.
2. Everyone needs a friend named "Blob".

And the #1 reason to play Clay Fighter: YOU TELL US!!!
Send us a postcard telling us your #1 reason for playing Clay Fighter. The ten best reasons will be printed on our next ad and the winner will receive:

1st place prize – A brand new 27 inch stereo RCA color track portable television set and 3 Interplay SNES games.
2nd place prize – 3 Interplay SNES games and a Clay Fighter baseball cap.
3rd – 10th place prizes – A Clay Fighter poster and temporary tattoos.

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Visual Concepts

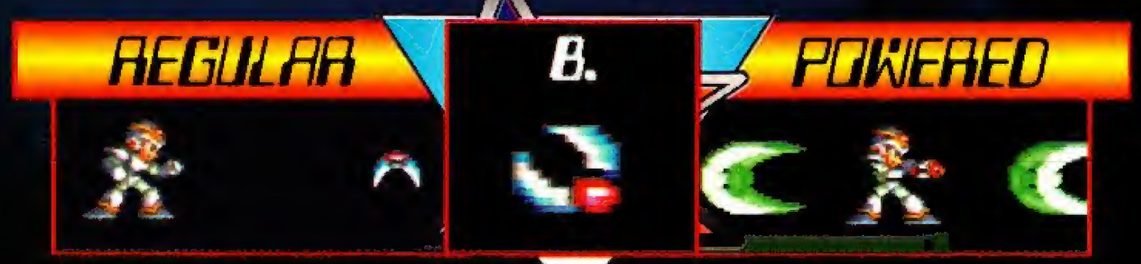
Interplay™

17922 Fitch Avenue, Irvine, CA 92714
714-553-6655

You can charge this up to two times its normal power.

With the Gun power-up, you can execute a deadly blast!

Once you complete a level, you still have the option to re-enter the stage to find items, so escape lets you leave at any time.



This fires a boomerang that does an arc over Mega Man.

The powered version launches four boomerangs!

Fires a ball of pure energy that ricochets off walls.

This shield about you will protect you from weapon fire.

This show, when it hits a wall, will split into two sections.

A giant energy burst that covers both sides of you.

When it hits a wall, a shot will rebound into five shots.

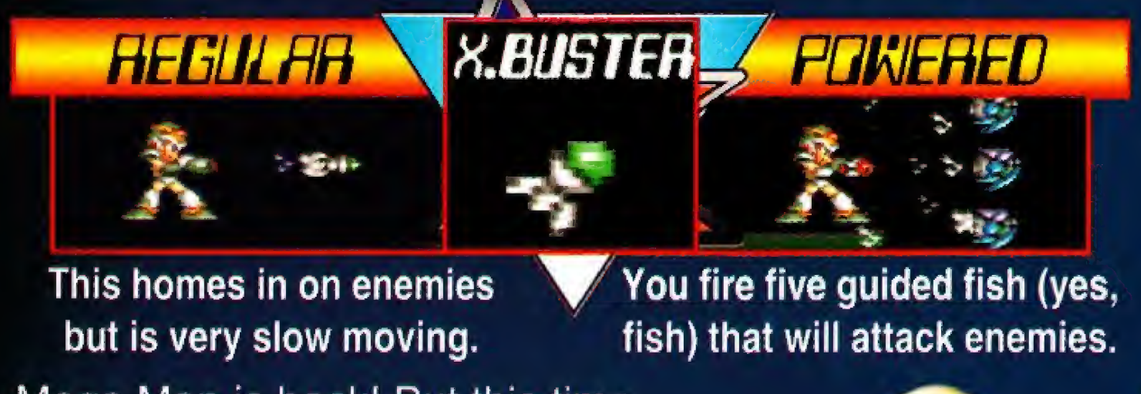
This is handy! You can create your very own ice sled.

This flame thrower is short ranged but packs a wallop!

Launch a flame column that skims the ground.

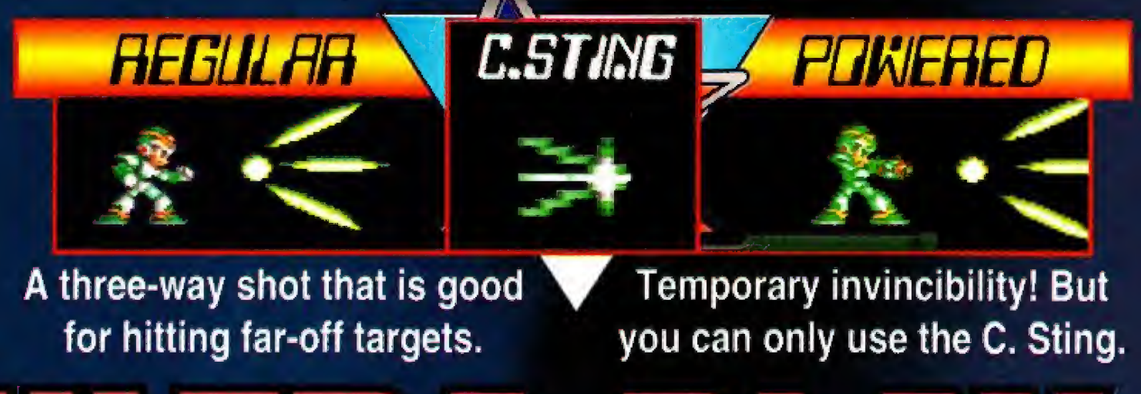
A lengthy blast of air. This does considerable damage.

A tornado will spring up around you. Also very nasty.



This homes in on enemies but is very slow moving.

You fire five guided fish (yes, fish) that will attack enemies.



A three-way shot that is good for hitting far-off targets.

Temporary invincibility! But you can only use the C. Sting.

ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

Mega Man is back! But this time, the story is set far into the future, where the remains of Mega Man are picked up and are utilized as a basis for all principles of technology. In other words, there's no Dr. Light or Dr. Wiley present (at least thus far). This time the villain is a giant power-house named Sigma. He has taken over all the recent tech-nology made from the basis of Mega Man. So what else is there to do, but resurrect the ancient warrior and have him go out against the fierce power of Sigma. But, Mega Man (who is now renamed X) has a friend—a robot of a similar design whose name is Zero. He occasionally pops up to give Mega Man advice and encouragement, but will he be a significant part of the plot? We won't give out that secret, but rest assured you'll be able to find out with the help of this detailed report of all the significant points of the first eight levels as well as how to defeat the menacing Bosses! So go quickly and defeat the vile forces of Sigma, before all falls into the hands of evil.

MEGA MAN X, THE WAY TO START

When you start the game, X is only capable of limited powers like grasping onto walls and other bare bone necessities.

MEGA MAN X, WITH THE POWER SUIT

The full powered suit consists of damage reducing armor, an X-Buster upgrade, a hard helmet and acceleration dash boots.

ALL KINDS OF EQUIPMENT TO USE!

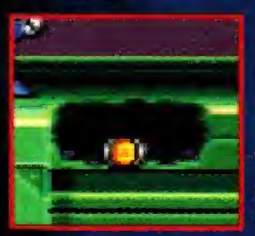
There are also other pieces of equipment for use against the forces of Sigma. First is a robotic power suit that has a dash feature, a severe punch, excellent jumping abilities and can also take several direct hits. The second vehicle is a simple mine trolley that moves at incredible speeds! You can plow over most enemies with this, but be careful should there be a sudden stop.

1 UP

Increases # of lives.

B.LIFE

Life gain of five pts.

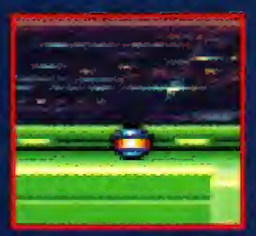


S.LIFE

Life gain of one point.

B.ENERGY

Energy gain of five points



S.ENERGY

Energy gain of one point

C.HEART

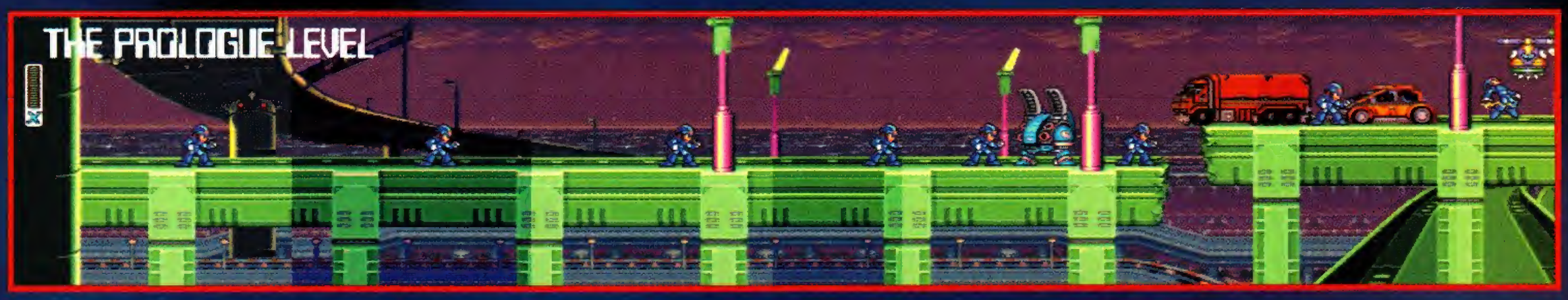
Boosts life amount.

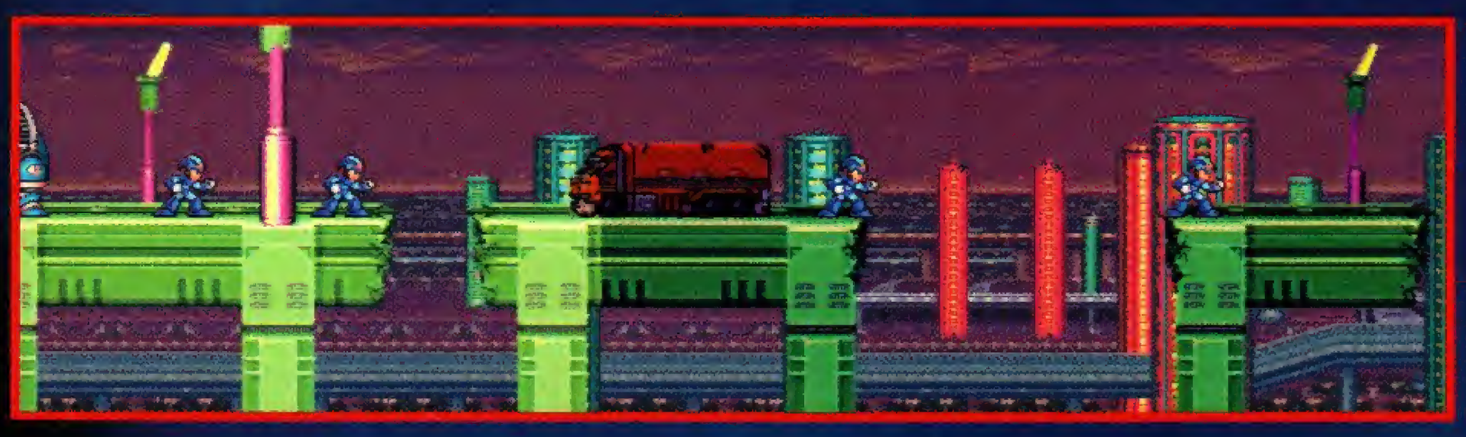
E.TANK

Save to restore life.

CAPSULE

Contains suit power-ups.





At the end of the level, you'll be defeated by a Boss. Yet Zero'll come to your aid!

ICY PENGUIGO

Vulnerability: Fire W.

The Icy Penguigo can slide across the floor at a fast pace. He is also capable of freezing you and the air with his breath. He can cause a temporary blizzard by activating the switch on the ceiling of the room.

DASH BOOTS

The boots are not in any hidden area, but rather right on the path through the level. Dr. Light (?) will give you his insight and also provide you with the speedy dash boots! These boots will help you in the future.

If you take the high ground, there are several surprises waiting for you, like an E-Tank , energy restorers, and other items you may need.

Jump onto the wall to avoid his sliding belly attack.

When he breathes cold air, you can score multiple hits.

Jump with the suit and then bail to reach high areas.

At the cave entrance, you can get tons of power-ups here.

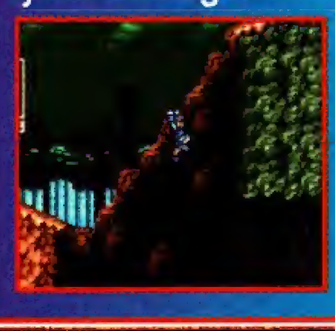
STING CHAMELEAD

Vulnerability: B. Cutter

This chameleon sports a cool cloak effect similar to *Predator*. He uses C. Sting as his ranged weapon, tries to hit you with his long tongue, and can shake the room to have stalactites fall.

1/2 DAMAGE ARMOR

Use the dash to catch the side of the wall. Now climb up to find a room that contains a huge hulking robot. Defeat it and you will be given the body armor that reduces your damage! This armor is a must-have item.



The jump will let you stay on top of the quicksand.

Stand in the middle and the arc of the B. Cutter will hit it.

Go to the opposite corner to be safe from the C. Sting.

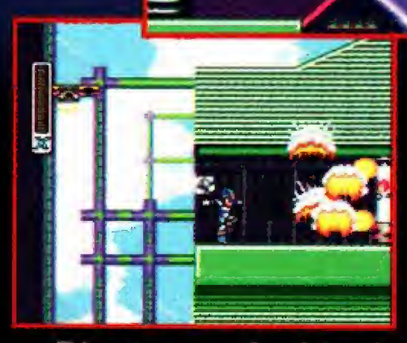
The rocks will do no damage, if you have the power helmet.

After the water stage is clear, you can go get this heart!

STORM EAGLEED

Vulnerability: C. Sting

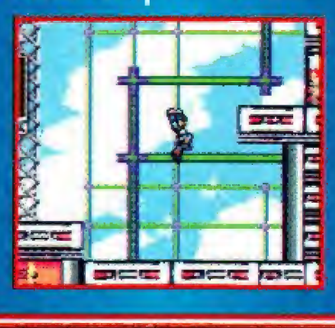
This flying mecha uses his wings and the Storm T. weapon to blow you off of the edge of the ship. He will also do several dive attacks at you and drop eggs that unveil four attack birds.

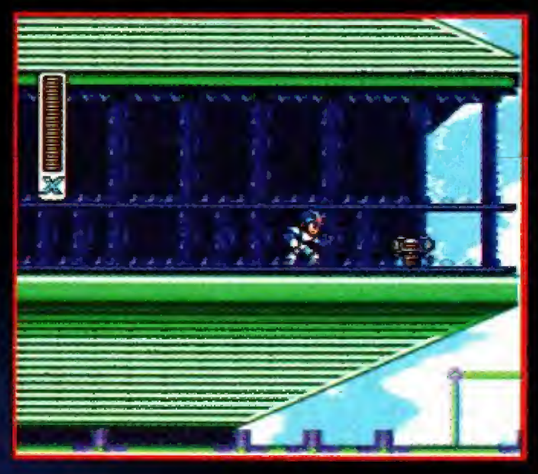


Blast away fuel tanks and other things to reveal items!

HARD HELMET

Find the metal suspension tower and go over it to the other side. Now, use a dash and a jump to get to the ledge. Here, blast the gas tanks to unveil a room with the helmet! Quickly grab the helpful item.

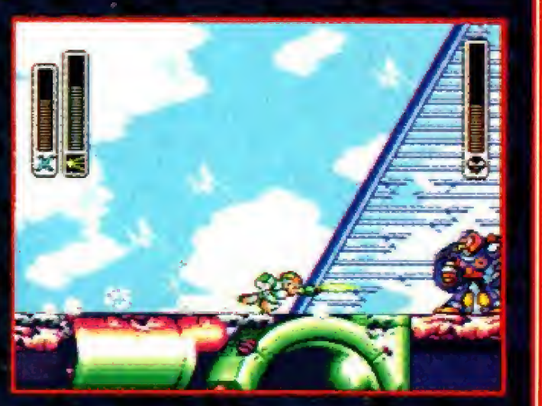




In the control tower, there is an E-Tank you can pick up.

Try to stay as high as possible to find many items.

When he starts to dive, just dash under his passes.

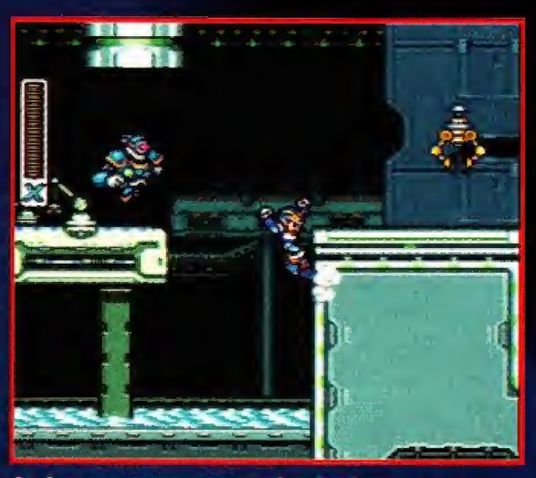


When Eagleed uses wind, dash against it and shoot.

BURNIN, NOUMANDER

Vulnerability: Storm T.

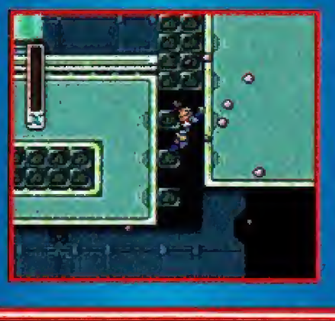
This silly looking goon tries to do jumping stomps to hammer you into the ground. He also launches fireballs and magma drops that travel down the conveyor belt towards you.

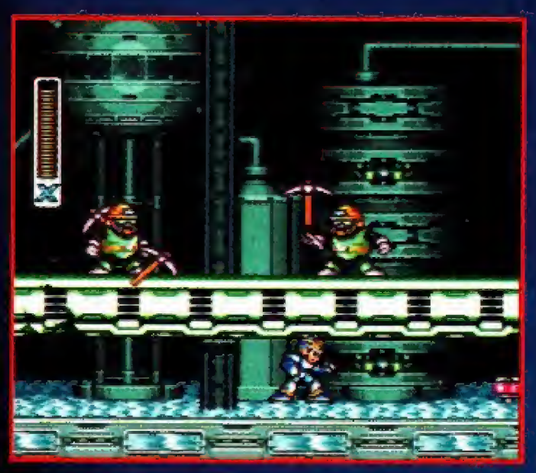


It is recommended that you should defeat the Icy Penguigo before you enter here. For when you do, the lava will solidify, giving a safe route.

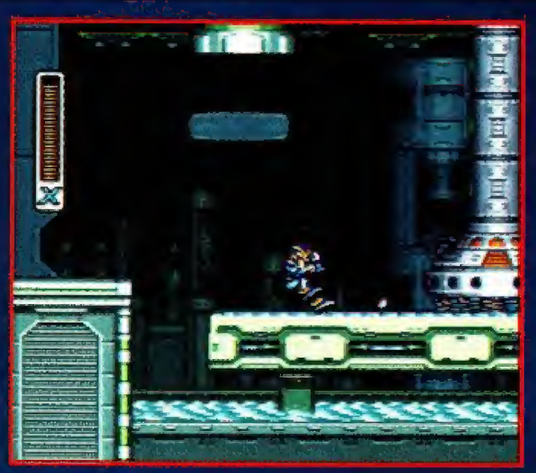
ENHANCED BLASTER

Like the helmet, you need to make a timed dash jump. When you reach the blocks, use the helmet to break the large blocks above your head. You will then be able to reach the X-Buster!





Under the floors there is a container of heart power-ups.



Later on, use smashers to instantly kill enemies.

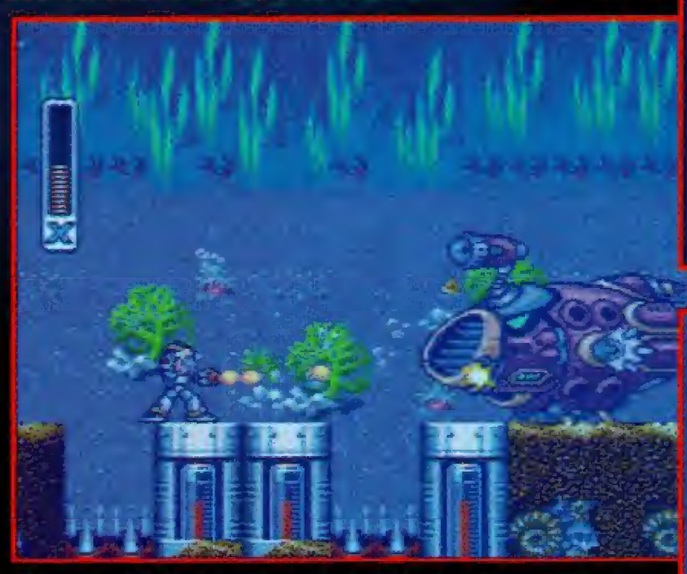
Use the Storm T. in the air to catch him while he jumps.

If you get him into a corner, launch a Storm for two hits!

LAUNCHER OCTOPULD

Vulnerability: P. Shield

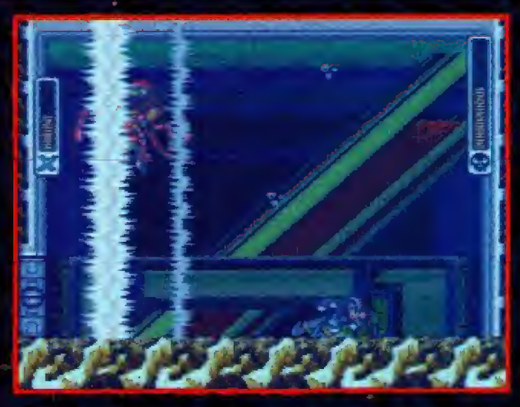
The Octopuld can easily be described as a swimming arsenal! He has rockets and guided fish to fight with and can pull you into his whirlpool to suck your life out and add to his own!



To avoid being pushed into the spikes, jump over the sub's current blast.

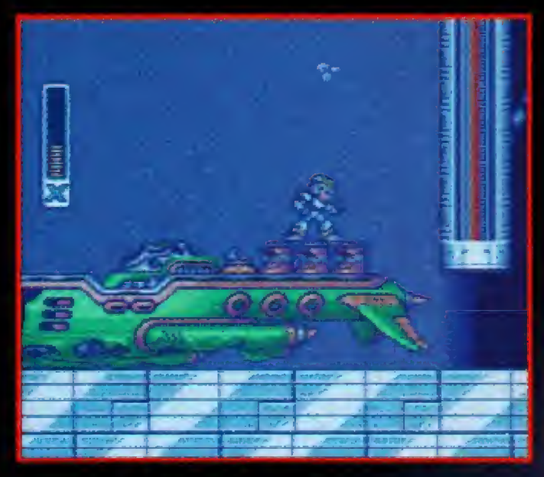
Use the Tornado on the head when it is swimming away from you!

Shoot his missiles at close range and then pummel him.



When he uses his whirlpool, dash to get out of there!

Near the surface of the water, there is a giant robot whale...

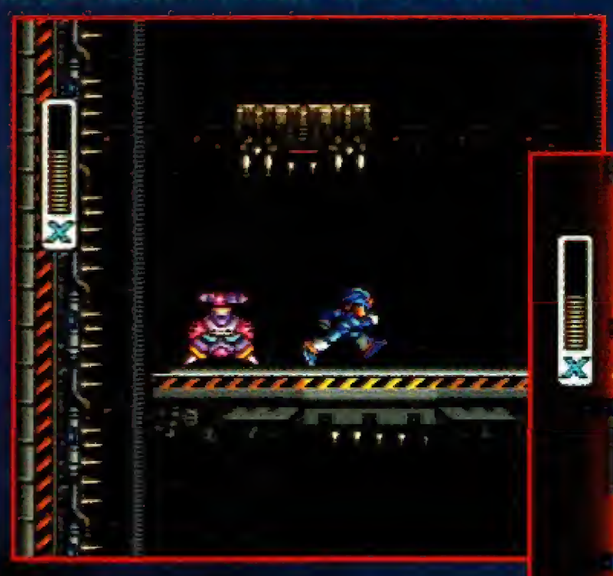


...if you destroy it, its weight will open a hidden room!

BOOMER KWANGER

Vulnerability: Homing T.

This clone of the original Quickman throws boomerangs from his head, and is also capable of vanishing/reappearing in any area at any given time. Be careful with this bugger!



The elevator section (top pix), just run back and forth.

Use the extending platforms to be able to get the ladder.

For a quick short-cut method when in the tower, instead of blasting the turrets to use the floating pads, climb the wall.

Fire at him from a distance to keep him from you.

He then will appear and disappear, just be patient.

Watch out for vicious the motion sensor beams!

To avoid the MS beams, use timed dashes and jumps.

ARMOR ARMAGE

Vulnerability: E. Spark

This Boss is a real pain if you don't have the E. Spark. Sporting such abilities like rolling into a ball and rebounding off walls to a gun mounted in his head make him deadly!

Within the mines, there are several secrets that are hidden in abundance! Above is one of those secrets.

Make sure to get behind the huge excavating machine...

...and destroy it with a flame to be able to reach a C. Heart!

Always ride the cart, because it can instantly kill enemies!

Be careful when the cart hits a wall. Gravity does apply!

Give him a shock that will zap all of his armor off!

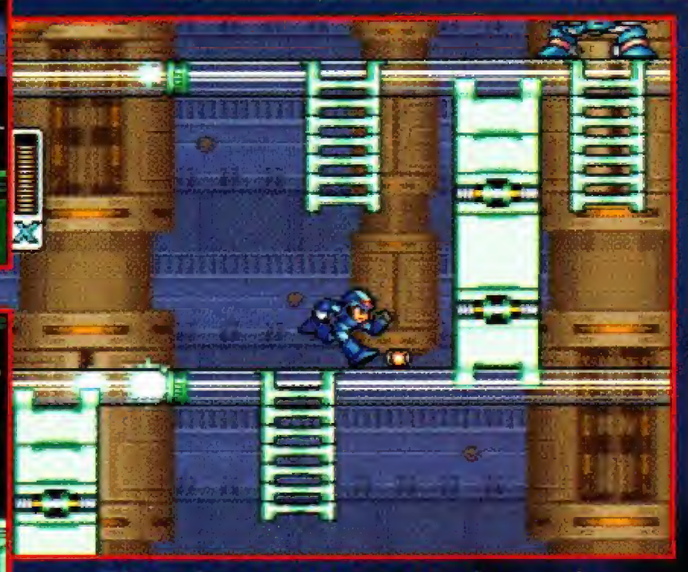
Now you can peg him even when he is in a ball!

SPARK MANDRILLER

Vulnerability: S. Ice

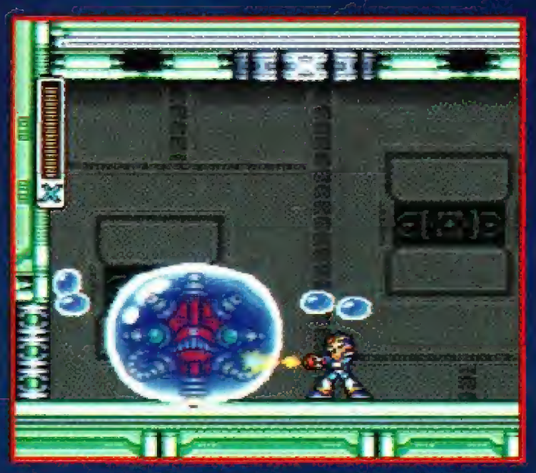
This gigantic gorilla is a brute, but with the Ice, he is about as difficult as watching cement dry! He can electrify the floors and walls, plus be able to climb atop the ceiling for aerial attacks!

In dark hallways, always fire as you jump for a ledge to avoid surprises!



Electric sparks zoom down the pathways, so jump over them!

Use dash to get far from the Bubble Boss when it's firing.



When it lands, just stand next to it and pummel the thing!

Use Ice to freeze him, paralyzing him for a time.

If he takes to the ceiling, use the Ice's rebound to hit him.

SUPER NES PREVIEWS

NBA JAM

PUBLISHER	ACCLAIM
AVAILABLE	MARCH
THEME	SPORTS
MEGABITS	N/A
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	90%

OPTIONS

Tons of options fill this game: button configuration, timer speed for the clock, drone difficulty for second player, Tag Mode to switch players and computer assistance.

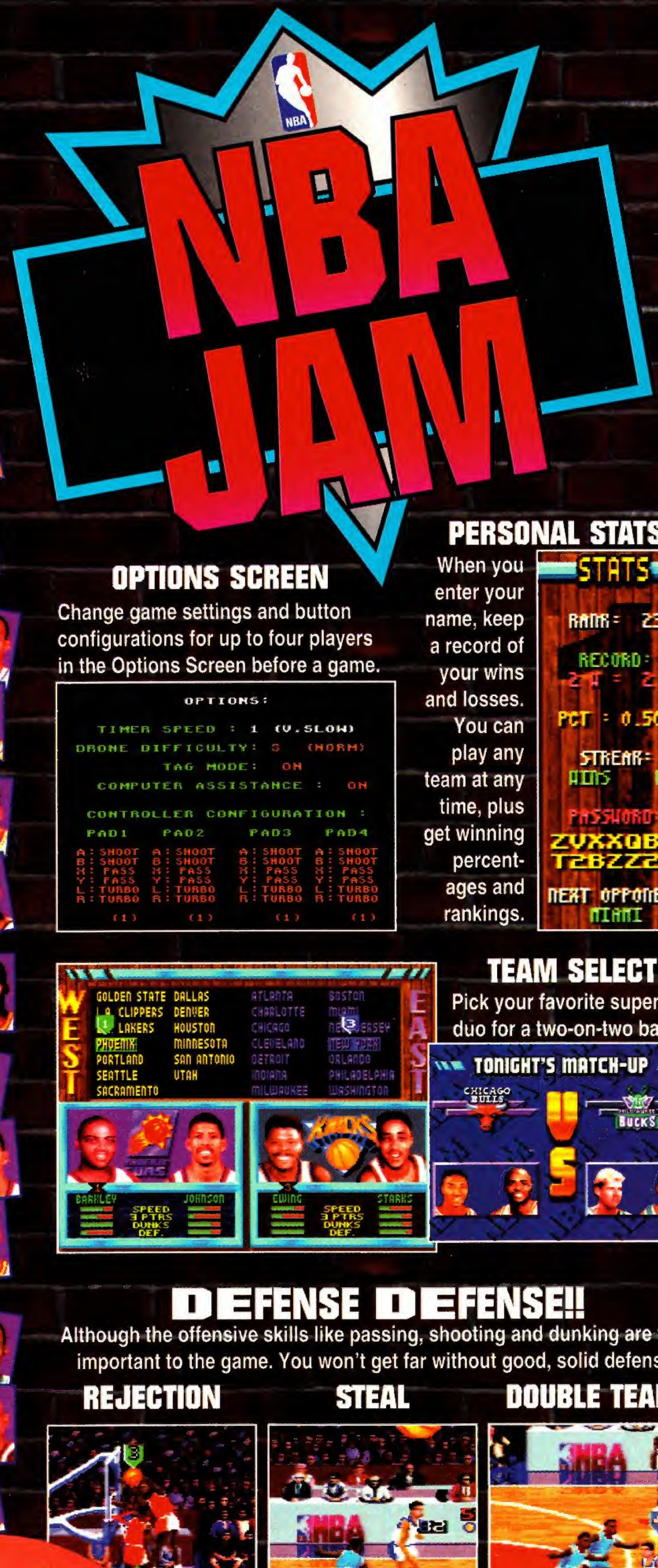
CONTROLLER

Pad: Moves players
Select: None
Start: Pause
A: Shoot/Blk
B: Shoot/Blk
X: Pass/Steal
Y: Pass/Steal
R: Turbo
L: Turbo

The button configurations to the left are default settings and can be changed.

STORY

Go to the hole strong and deliver the facial with your 360° rimrocker. Play with the superstars from all the 27 NBA teams—from Ewing and Pippen in the East to Barkley and Robinson in the West. Play one-player, two-player or even four-player with the Multitap. NBA Jam is a blast with incredible dunks, speech and much more!



OPTIONS SCREEN

Change game settings and button configurations for up to four players in the Options Screen before a game.

PERSONAL STATS

When you enter your name, keep a record of your wins and losses. You can play any team at any time, plus get winning percentages and rankings.

TEAM SELECT

Pick your favorite superstar duo for a two-on-two battle.

DEFENSE DEFENSE!!

Although the offensive skills like passing, shooting and dunking are very important to the game. You won't get far without good, solid defense.

REJECTION

STEAL

DOUBLE TEAM

AWESOME OFFENSIVE ARSENAL
THIS IS WHAT IT'S ALL ABOUT, BABY!

GET YOUR PLAYER ON A HOT STREAK

Score three baskets in a row with the same player and he will be "on fire." The ball will glow whenever that player touches it. He'll be able to score from almost anywhere on the court. This will only last until your opponent scores. Even if he doesn't score, the fire will go out by itself eventually.

INCREDIBLE LAYUPS

To the left are some lay-ups your players can do. They're cool, but not as flashy as the slam dunks!

THE LONG BALL

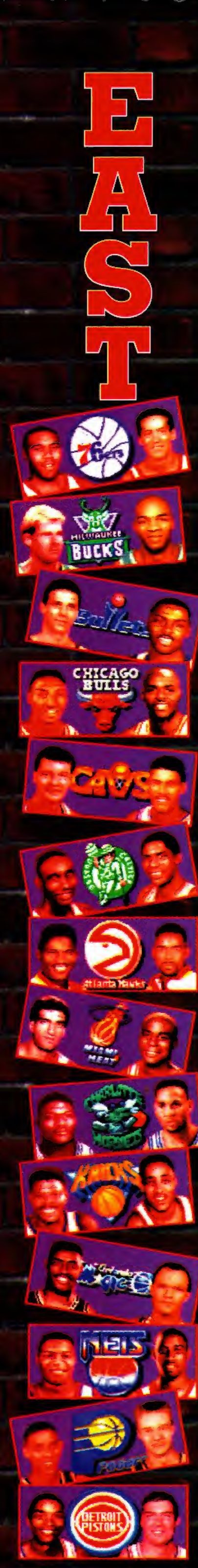
Players with good 3-point shooting skills are most likely to score from a very long distance.

SHATTER THE BACKBOARD

Jamming on the rim will eventually wear it out. Sooner or later, it's gonna break. So what?

ALTITUDE WITH AN ATTITUDE!

Here's a few of the many incredible dunks.



SUPER NES PREVIEWS

PUBLISHER	IREM
AVAILABLE	1ST. QTR. '94
THEME	SHOOTER
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	80%

OPTIONS

Completely configure your controller for all buttons. There are no options for difficulty, but the game plays well at its current level. Tons of game play make up for it.

CONTROLLER

Pad: Move ship
Select: N/A
Start: Pause
A: Force
B: Force
X: Auto shot
Y: Fire
R: Mode
L: Mode

The controls work well and respond quickly enough for any shooter fan.

STORY

The dark forces of the BYDO Empire threaten humanity. A large mothership has crept closer and closer to Earth. The only hope is the latest R-Series vessel, the R-90. Equipped with three types of forces, warp into different dimensions and meet the enemy ships on their ground. It's up to you to seek out the mothership.

R-TYPE III
THE THIRD LIGHTNING

STANDARD ISSUE - SPECIAL WEAPONS

SUPER POWER BEAM

In order to fire each weapon, you must hold the fire button to charge the weapons. At first, the meter will fill blue and then orange. If you fully charge the orange you can fire these powerful shots. The hyper beam will overheat and needs time to recharge.

HYPER DRIVE BEAM

Get by with some help from your friends, the Struggle Bit and Shadow Unit. They'll protect you from damage.

STAGE 1

Journey through the galaxy seeking out the enemy. Stay on your foes to avoid the tons of space junk adrift between planets.

STAGE 2

Your ship is swallowed by a huge acid creature. Destroy organic walls and look out for dripping acid as you navigate through the beast.

USE THE FORCE

CHAIN LASER

PIERCE LASER

REVERSE LASER

MIRROR LASER

WAVE LASER

SHADOW LASER

CHAIN LASER

CAPSULE LASER

STRAFE LASER

STAGE 3

Pilot your ship through a gigantic mothership. It's like a metallic cave filled with enemies and traps. Travel in all directions to escape.

POWER ARMOR POWER-UPS

Shoot the Power Armor droids for weapon icons above or other power-ups as shown below. Check out their colors for a clue as to what they hold.

SPEED UP

WEAPON

HOMING MSL.

PIT-UNIT

STAGE 4

Navigate through a steel factory in full production. Watch out for pouring molten lava and walls that slam together without warning.

SUPER NES PREVIEWS

PUBLISHER	SOFT TOOLWORKS
AVAILABLE	FEBRUARY
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	21
% COMPLETE	90%

OPTIONS

In Super Alfred Chicken, you can turn the music and sound effects on or off. There is also a password feature and an option for more chickens and continues.

CONTROLLER

Pad: Moves Alfred
Select: N/A
Start: Pause
A: Throw worm
B: Jump
X: Jump
Y: Throw worm
R: N/A
L: N/A

The overall controls in the game are very basic to understand and perform.

STORY

The evil Meka Chickens have kidnapped Alfred's egg friends and plans to clone them into their vile Meka Army. It's now up to you to rescue them and thwart the radical Meka Chicken's plot for domination. So muster up all your courage and get crackin', for Alfred's feathers are in a flurry. 'Cuz nobody wreaks havoc in his barnyard!

Fight Fowl-Feasting Fiends

Throw worms at your enemies if it's too hard to dive bomb them.

The shield will rotate around you destroying enemies that cross your path.

Egg-Splore Way-out Worlds

Some levels will lead you into many of Mr. Pekles' secret rooms.

If all are found, you get the watering can and something special will happen.

DIVE BOMB ATTACKS

The longer Alfred dive bombs, the stronger the attack becomes.

BONUS

Try your luck to win some free birds.

HELPFUL ICONS

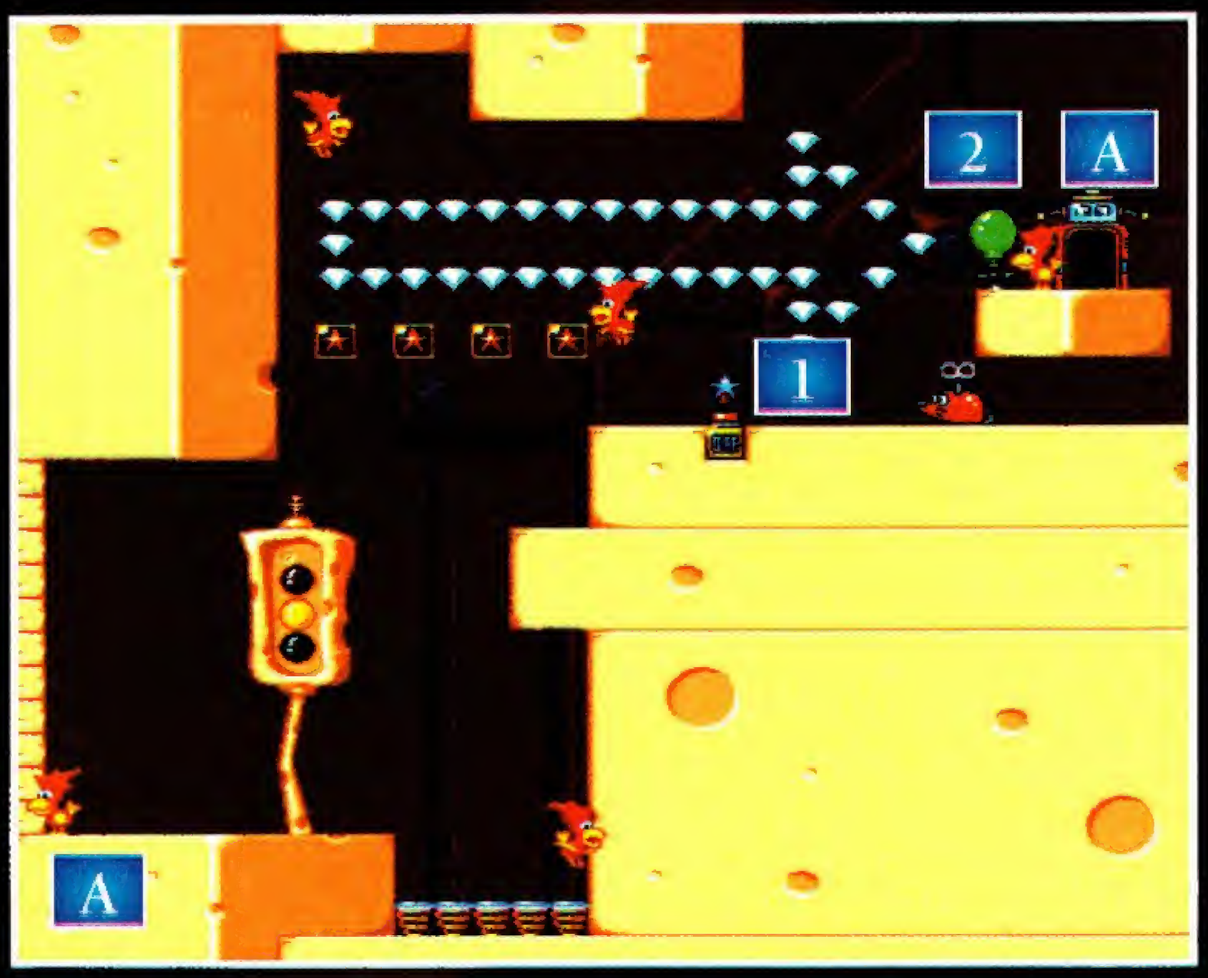
EGG: Grabbing this icon will allow you to get a free guy.

SHIELD: A spinning worm will protect you.

CLOCK: Collect this to get 50 extra seconds.

WORM: Alfred can now throw worms at his enemies.

STAGE: ONE



Use the switches to explore different areas.

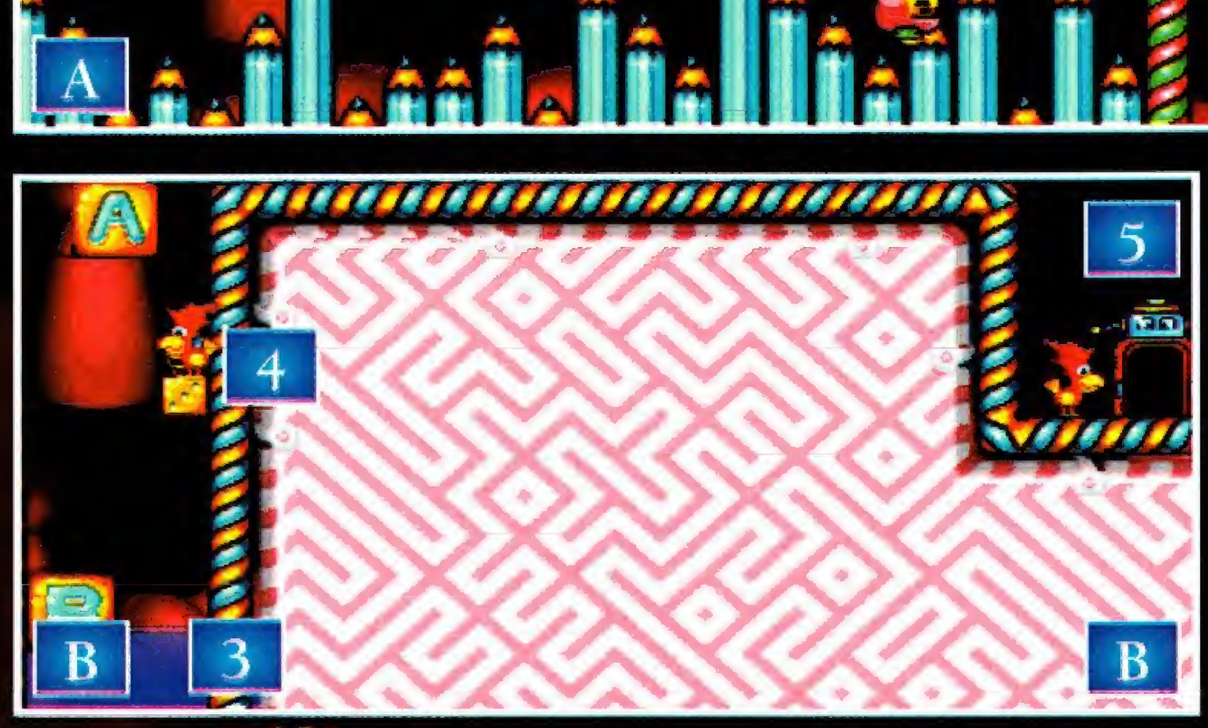
The balloon is a good marker to start from.

This switch will let you go in the door.

Jump and walk on the ceiling to find the watering can.

This is the second balloon marker in this level.

STAGE: TWO



This is a very handy place for a marker to start from.

This is a door you have no choice but to enter.

This door will lead you to the watering can.

There's no watering can on this path

Work your way up and to the right.

I'm not some muscle-bound man in tights, but I'm no chicken joke either.

SUPER NES PREVIEWS

GAIA FANTASY

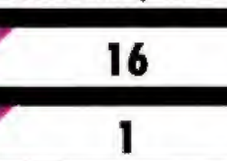
PUBLISHER	ENIX
AVAILABLE	1994
THEME	ACTION/RPG
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	60%

OPTIONS

This cart is very preliminary. The version we played was not a finished copy. Options may or may not be added before this cart is released to the public.

CONTROLLER

Pad: To move around
Select: N/A
Start: Pause
A: Attack
B: Swipe
X: NA
Y: N/A
R: N/A
L: N/A



This game controls like your typical action RPG. You can use a variety of attacks.

STORY

Gaia Fantasy is about a young boy named Tem whose father disappeared on an expedition to find a treasure. Now the king is on your case, and you've been thrown in prison. With the help of a princess, you must somehow clear your name while trying to find the treasures. Gaia Fantasy is a mystical quest with lots of adventure.

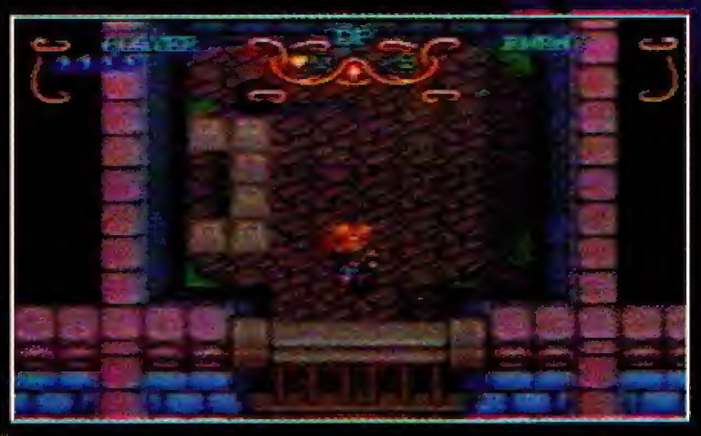
THE KING'S DECREE

The King has ordered you to return the treasures your father was sent to recover. Unfortunately, you don't have them, for your father never returned from his expedition. The king, for some reason, will not accept that explanation and in a rage he throws you into the darkest cell in his dungeons! Somehow you must escape to save your life.

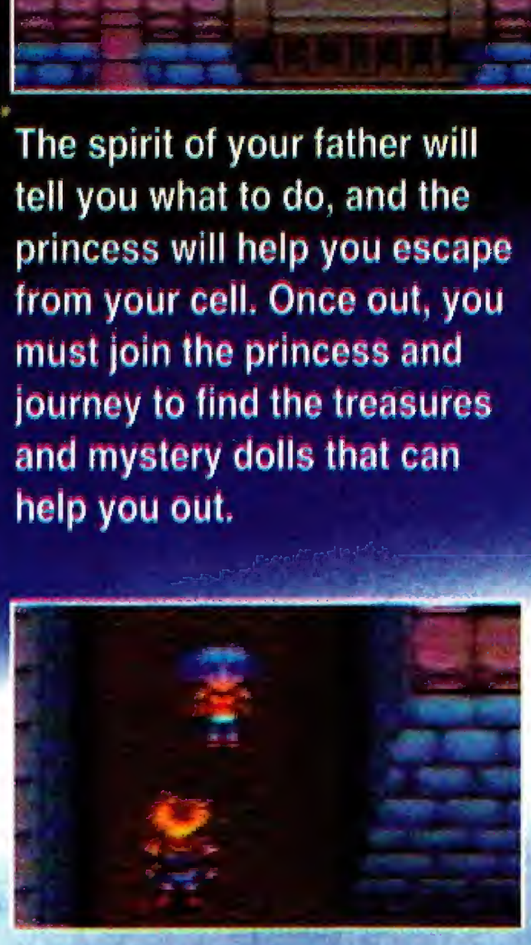
Why are the guards dragging this young woman away? Something must be wrong with the king.

Try exploring the town for clues on what's happening.

THE DUNGEON



The spirit of your father will tell you what to do, and the princess will help you escape from your cell. Once out, you must join the princess and journey to find the treasures and mystery dolls that can help you out.



* WORKING TITLE

GAIA FANTASY

SUPER POWERS

If you look carefully, you may be able to find a way to turn yourself into a powerful knight. It only lasts for a short time, so make good use of it. There are other powers to gain as well.

TOWN OF ITORY

In this town, you can find a mysterious spectre who will tell you about a place called Moonrock. It is in Moonrock that you can acquire the first treasure. Sally forth!

MOON ROCK

These restless spirits will tell you about the treasure that lies below.

The place that is Moonrock lies deep between two steep mountains.

The treasures are easy to find—just beat some worms. Then you're off!

INCAN TERRITORY

TO THE TROPICS...

Your next venture takes you deep into the Incan ruins that are teeming with an ancient evil. You will have to find switches to create blocks over beds of spikes. The next treasure is almost in your hands, but how do you reach it?

The Incan ruins aren't all that deserted. Monsters and indians will protect the treasures hidden within. You'll have to work your way in and out of the caves to get through this challenging level.

SUPER NES PREVIEWS

PUBLISHER	ACCLAIM
AVAILABLE	FEBRUARY
THEME	SPORTS
MEGABITS	N/A
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

Options are: four languages to choose from, adjusting time limits for halves (15, 30, 45 minutes), three play modes, plus fouls and offsides may be turned on or off.

CONTROLLER

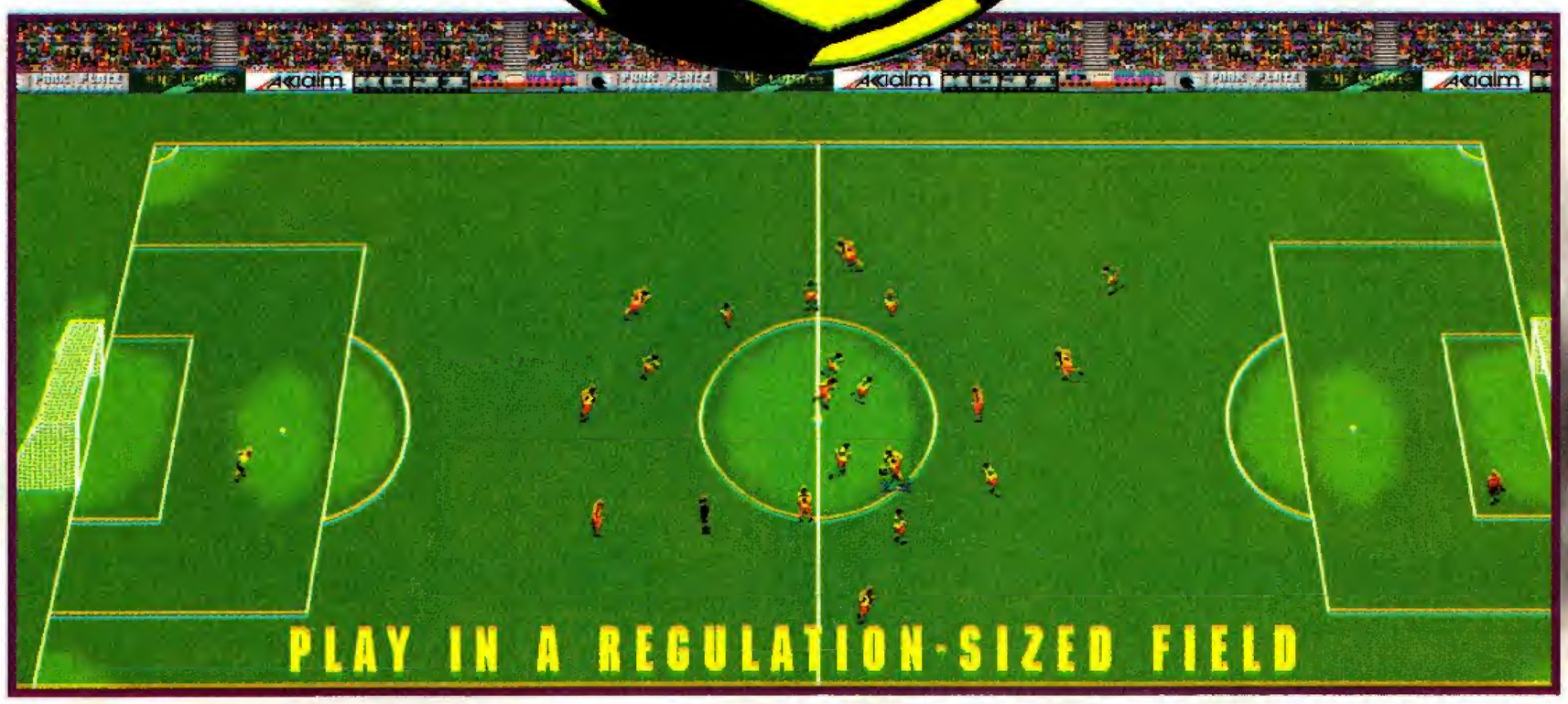
Pad: Move player.
Select: Horn
Start: Pause
A: Shoot
B: Pass
X: Avoid Def.
Y: Clear Ball
R: Pick Plyr.
L: N/A

It will take a while to get used to the different offense, defense and free ball moves.

STORY

Being one of the most international sports games, soccer has an audience in many countries. In this game, go through the World Class Cup and compete among 32 countries with their own real team stats and strength. Pick from different formations of teams and goalie controls. Referees are always there to call every foul and goal.

CHAMPIONS
WORLD CLASS SOCCER



Great animations of players running, throwing and kicking make this game quite realistic. Awesome goalie animations.

Watch for defenders stealing the ball.

Pass the ball if it gets too crowded.

Pick from four languages, 32 countries, formations, goalie selections and many other options!

SUPER GOAL!

GAME ACTION

This is just a taste of the fast game action in Super Goal 2. There are several different types of offensive and defensive moves in the game that make this version of soccer very close to the real game.

AWESOME SCALING

SELECT STADIUM

RAINBOW STADIUM

MILAN STADIUM

TOKYO STADIUM

SNOWMAN STADIUM

SUPER NES PREVIEWS

SUPER GOAL! 2

TM AND ©1993 JALECO
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PUBLISHER	JALECO
AVAILABLE	MARCH
THEME	SPORTS
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	95%

OPTIONS

In Goal 2, you can play in the Super Cup, Exhibition or PK Mode where you go one-on-one with the goalie. You also can turn off fouls, back pass, offsides and the music.

CONTROLLER

Pad: Move player
Select: Replay
Start: Pause
A: Medium kick
B: Long kick
X: High kick
Y: Short kick
R: Change player
L: Change player

Depending if you're on offense or defense, the controller does different techniques.

STORY

If you were a fan of Jaleco's first installment of soccer, then Super Goal 2 is definitely for you. The awesome graphics and intense game play (with impressive scaling effects) make this cart one of the best around. Jaleco takes all of the best aspects of soccer and delivers a great translation in Super Goal 2.

SUPER NES SUPER FILE

YOUNG MERLIN

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Published by Virgin Games, Inc.
Licensed by Nintendo

PUBLISHER	VIRGIN
AVAILABLE	1ST QTR. '94
THEME	ADVENTURE
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	100%

OPTIONS

Because Young Merlin is an adventure/quest game, there are no user-definable options available. All options and choices are in the game rather than at Start-up.

CONTROLLER

Pad: Controls movement.
Select: Items
Start: Pause
A: Select Weap.
B: Use Weapon
X: N/A
Y: Use Item
R: Select Item
L: Select Item

Controls are great for this type of game. Button choice fits well for the game.

SUPER REVIEW

For people thinking this is another first-person perspective, long, drawn-out RPG, think again! Young Merlin is a good overhead perspective game like The Legend of Zelda! The graphics are good with several humorous interludes (like the little guy who keeps drawing a line for you to cross)! Overall a good one!

79%

- Mike Weigand

young MERLIN

Merlin must seek out the old wizard for the fishbowl.

When you throw gems into the spring, you will get items.

You will receive a password so you can continue the fun.

The gems are scattered throughout the kingdom.

WEAPONS

The Star is Merlin's first line of defense. He can throw this star at enemies. There is also a Silver Star which is stronger.

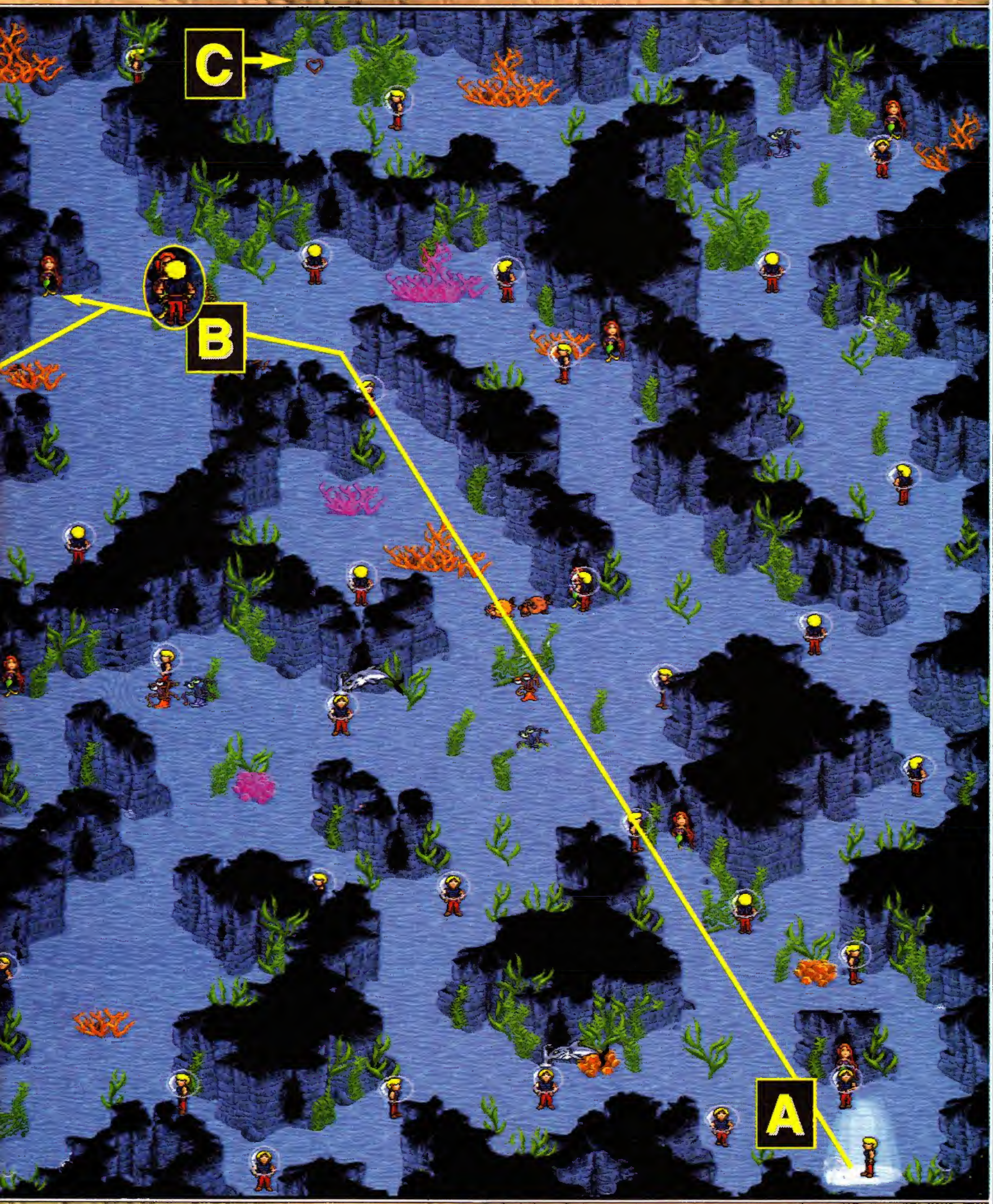
The Lightning Bolt is Merlin's most powerful weapon. It can obliterate anywhere from one to five enemies at once!

The Match will incinerate the enemy closest to Merlin. Once it is used, it takes time for it to recharge itself.

The Snowflake is used to freeze up to five enemies at once. This, like the Match, will take time to recharge after it's used.

First, jump into the lake (pictured left). When you hit the bottom at (A) proceed quickly while watching your air bubbles at the lower left of your screen. To get more air, kiss the mermaid (B). If you have the Bubble in your inventory, use it now for extra air. Exit the level at (A) by using the balloon to float to the surface. You can pick up some extra hearts by using your Bubble icon to explore. Go to the areas marked (C) to grab them. Be on guard against the assorted bad guys that lurk underwater. Be especially careful no to run out of air while you're underwater. Good luck!

ERLIN'S UNDERWATER MAP



SUPER NES

STORY

While on his way back to England, Merlin passes through a once-peaceful land. The kingdom has fallen under the influence of the evil Shadow King. It's up to young Merlin to restore the kingdom to its past glory.

GRAPHICS

MIKE 75%
HOWARD 86%

Graphics are sharp and have a good cartoon/animation look to them. Nice color and detail.

AUDIO

MIKE 65%
HOWARD 77%

Sounds aren't very prevalent, but there are some humorous tunes and a good soundtrack.

GAME PLAY

MIKE 81%
HOWARD 88%

There is plenty to do and it is easy to accomplish the tasks. The manual provides great hints.

DIFFICULTY

MIKE 79%
HOWARD 82%

The game takes some time to figure out, but that's what adventure games are for.

SUPER REVIEW

This is an adventure game that requires as much wit as reflexes. The puzzles aren't that complex, but people who aren't familiar with this may get frustrated. There are also action scenes, like the cart rides to keep you on your toes. Good graphics, decent sounds and funny situations make it a fun journey.

- Howard Grossman

84%

SUPER NES SUPER FILE

PUBLISHER	EXTREME
AVAILABLE	JANUARY
THEME	ACTION
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	16
% COMPLETE	100%

OPTIONS

There are three skill levels: Easy, Normal or Hard. You can also select the number of lives to start with and configure the buttons to change their functions.

CONTROLLER

Pad: Move chopper
Select: N/A
Start: Pause
A: N/A
B: Fire
X: Change Sp.
Y: Special
R: Turn right
L: Turn left

Moving the chopper is the key to picking up hostages, as you must get near them.

SUPER REVIEW

Everyone, it seems, has played Choplifter on one format or another, and this Super NES version carries on the tradition. The game is a little short, but the Bosses are menacing and require some skill to defeat. The sound effects could be punched up a little bit, but fans of Desert Strike will want to check this game out!

- Mike Weigand

81%

CHOPLIFTER 3

YOUR CHOPPER: You can face three ways—left, right and straight. You move faster when facing left or right; but when facing straight, you can fire straight down.

WEAPONS AND OTHER ITEMS:

NUCLEAR WARHEAD

Hurts enemies onscreen.

BURNING NAPALM:

Burn up ground forces.

RATTLER BOMB:

Huge ground explosion.

HOMING MISSILE:

Seek enemies and destroy.

CLUSTER BOMB:

Spray areas with bombs.

AIRCRAFT MISSILE:

Great for enemy aircraft.

CHAFF & FLARE:

Use to divert enemy missiles.

DEFENSE SHIELD:

Temporary invincibility.

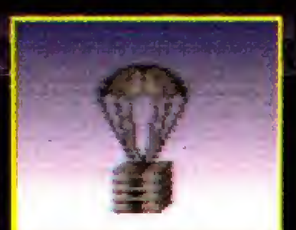
RESCUE LADDER:

Use to get hostages.

EXTRA LIFE:

Get an extra helicopter.

PARACHUTE ITEMS:
In the levels, parachutes will drop from the sky with boxes underneath. These boxes hold items. Shoot the boxes to reveal the item inside.



MISSION 3: OPERATION HIGH SEAS TERROR

This scene takes place in many different weather conditions. Sometimes there will be rain and very strong winds to push you off the deck of some of the ships. Here you must get the ladder to rescue hostages trapped in the life rafts. Enemy jets will also attack you here.

REPAIR AND DROP SITES: When you need to drop off hostages, go to the Landing Zone with the Blue Flag (Left). To get repairs done, go to the zone with the Red Striped Flag (Right). However, you can only use the latter a limited number of times!

MISSION 1: OPERATION BUSH BURNER

The first mission takes place in the Magrehb jungle where several of your men are being held captive. The jungle is dimly lit, so be careful of enemies hiding in every possible area! There are a couple of very big and extremely tough enemies awaiting you. One is a giant tank, the other a giant howitzer. To rescue your men is easy: simply land very close to them and they will run to you. However, your helicopter can hold a maximum of 10 hostages, so you may have to make several trips to rescue them all.

MISSION 2: OPERATION SAND STORM

This second mission takes place mostly underground. Blast the giant domes on the surface to venture underground. On the surface, there are enemies using gunships like yours and will attack until they are destroyed! Like the previous stage, there are also two very tough enemies here. The first is a giant drill that will disappear underground, surfacing only to fire lasers and shake the cave so rocks drop from above. The second is a giant base. Fire at the glowing eye located on the wall at the far right. Shoot all structures here.

SUPER NES

STORY

Your troops have been kidnapped and you are the only one who can bring them back alive! You must fly through several levels of hostile enemies and rescue your men. Collect several special weapons, too.

GRAPHICS

MIKE 80%
HOWARD 80%

The graphics are atmospheric and (depending on the stage) menacing. They fit the theme.

AUDIO

MIKE 80%
HOWARD 77%

The music is very low key, as are the sound effects. The latter may be too low key for some.

GAME PLAY

MIKE 85%
HOWARD 86%

The control is very responsive, with certain weather conditions you have to adapt to.

DIFFICULTY

MIKE 80%
HOWARD 75%

The three skill levels tell it all: Easy, Normal and Hard.

SUPER REVIEW

The computer favorite from way back makes its way to 16-Bit. This game never looked or played so good! The graphics are very impressive and to think it's only 4-Meg! Sounds could use a little pumping up, but it plans like a winner. Fans of the Desert Strike series will love it. It may be a bit easy or short to some.

- Howard Grossman

80%

SUPER REVIEWS

DISNEY'S ALADDIN

CAPCOM

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	10 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
6	1	NOW

Princess Jasmine is in peril and only her hero Aladdin can save her! Capcom carries on the Disney tradition with yet another adaptation (like Magical Quest starring Mickey Mouse) with Disney's Aladdin! There are several levels to be conquered, with a variety of enemies standing in your way! Collect several items, like magic carpets and apples to throw at the bad guys! But beware of Jaffar!

GUY — 85%

Disney's Aladdin can safely take its place with the other Disney games (like Magical Quest starring Mickey Mouse)! This is a different game from the Genesis version in that it moves a little slower, but there is a lot of technique and strategy involved! The graphics are very detailed, but the control is a little stiff.

DUDE — 86%

Aladdin is an excellent action game. The music and game play is really well done. My only real gripe is with bouncing off of enemies and treasure chests. It's really awkward! The animation is above average, and it looks really nice, albeit a tad weird at times. If you are looking for an action cart, this one should suit your needs.

SAM RYE — 89%

This is an excellent cart for the Super NES. The Genesis version has more detailed animation, but this one holds its own with great game play and very good graphics. There are plenty of sounds and icons along with tricky techniques to master. This cart follows the movie very closely for fans of the flick. It may, however, be a bit easy.

CLAY FIGHTER

INTERPLAY

DIFFICULTY	THEME	MEGABITS
MODERATE	FIGHTING	16 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
N/A	1 OR 2	NOW

They've brought the mightiest fighters in the world together to find who is going to be king! Play as one of several unique characters including: Blob, Bad Mr. Frosty, Helga, Blue Suede Goo, Ickybod Clay, Taffy, Tiny and the lovable Bonker! The winner will face the awesome N. Boss! Two can fight at this game with clay-like graphics and voice digitization! I told you I'd win...

GUY — 82%

Fans of fighting games will definitely want to check out this unique variation on the old theme! The graphics are excellent and the control is better than you would think! Some of the fighters have extremely unfair advantages over others, but that comes with the territory! The voices are also very well done!

DUDE — 85%

Although the animation is not the best, there's a lot to like about Clay Fighter. The bizarre twist on the fighting theme makes this cart a lot of fun. The voices and music are among the best I've ever heard from a cart. Dig that theme song! It plays well too, with lots of technique and hidden tricks. Overall: a top-notch cart.

SAM RYE — 86%

At least the censors won't bother this cute looking fighting game. Humorous moves as well as visual and audible effects make this a fun and entertaining cart to play. The game controls rather well and there are plenty of special moves to keep you guessing. The game play isn't as tight as SF II, but what is? Cool theme.

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS, YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

NHL STANLEY CUP

NINTENDO

DIFFICULTY	THEME	MEGABITS
MODERATE	SPORTS	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
N/A	1 OR 2	NOW

Hockey makes its way to the Super NES courtesy of Nintendo! Choose from 26 teams (including the Mighty Ducks), grab a friend and go at it! Of course, there is a One-player Option so you can go against the computer! Mode 7 effects provide constant zooming in and out and sound effects put you right in the action! You can also have the dialogue in English or French. Oh boy!

GUY

62%

Not to compare NHL '94 to every hockey game that comes out, but fans of this sport will want to stick with that one! This one has good Mode 7 effects, but they make the game play very confusing. You can't even tell at times which team member you are controlling! Even sports fans will be disappointed with this one.

DUDE

75%

Though the innovative use of Mode 7 is cool, it gets too blurry when the screen rotates. When it gets fast, the computer can keep up with the action, but I could not. The many options are nice and enhance things quite a bit. The audio is so-so. This is slightly above average, only because of its fresh ideas.

SAM RYE

65%

Well you have to admit the game looks cool from a distance. The use of Mode 7 scaling is great! Unfortunately once you lay your hands on the controls it gets confusing and difficult to play the game. I'm not a big hockey fan but it just didn't seem like NHL '94 to me. If you can get around the game play the graphics are really good.

RABBIT RAMPAGE

SUNSOFT

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	12 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
10	1	1ST QTR. '94

Sunsoft returns with another Looney Toon installment: Rabbit Rampage! This time you must help Bugs Bunny who is literally trying to be rubbed out. But don't think Bugs is taking this lying down—he can find several items to use as weapons. Also keep a lookout for other Looney Toon characters like the Taz-Manian Devil. Keep an eye open for situations that are reminiscent of old cartoons!

GUY

58%

Bugs Bunny looks great—just like the cartoon, but the game gets REALLY frustrating with the multiple cheap hits and less than precise control. The game takes a lot of practice to master, but most people will probably get very annoyed. For those of you looking for a really good 'Toon game, check out Marvin Missions!

DUDE

65%

Great graphics, great sound, cool animation. One problem however: the game play isn't good at all. I found myself cursing constantly with the automatic hits in most of the areas, and kicking right through an enemy is really frustrating. I just couldn't sit and play this cart. It wasn't exciting enough. Only for Bugs Bunny fans.

SAM RYE

75%

Unlike my fellow colleagues, I gave this one a bit of a chance. At first glance it looks great, but the game play and control take a lot of getting used to. Once you learn the moves and master the control, the game is hilarious and filled with cameos from the cartoons. If you have the patience, this is a great looking cart, as for control....

ROBOCOP VS. THE TERMINATOR

VIRGIN

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
10	1	NOW

Two of the mightiest mechanical masters of mayhem have been thrown into the ring together and it ain't gonna be pretty! This is the Super NES version of the title, without the blood and brutality! Go from the present to the future with several side-scrolling levels, and one presented in a first-person perspective with Mode 7 effects! You must destroy the Terminators and save society!

GUY

60%

This game is a BIG disappointment! The Genesis version was a very intense game with great sound effects and graphics, but this one is hardly up to that version. The Terminators are given more menace here than the Genesis version, but the whole thing is watered-down and becomes tiresome. What happened, guys?

DUDE

60%

Cool box, poor title. RoboCop Vs. The Terminator is just way too choppy for my tastes. The enemies seem a little too hard to miss, and RoboCop is just too slow. The weapons you find just don't help. The graphics and animation didn't work for me at all. If I compare it to the Genesis, it pales in comparison to the Sega game. Too bad.

SAM RYE

67%

This game isn't really bad. But when you compare it to the Genesis version (and you will), it just doesn't hold up. The graphics are decent but the game is too choppy and the reaction is sluggish. I really enjoyed the blood and guts look of the Genesis version, but this one comes off as a stripped down model.

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS, YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

GAME OVER

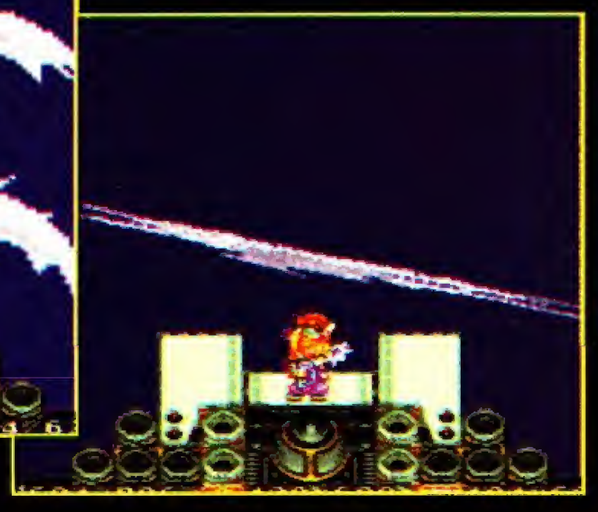
SECRET of MANA

Feel the wrath of the Mana Beast while being engulfed in a ball of fire it blows at you from a distance. Heal up—when you get a chance.

MAY THE MANA BE WITH YOU...

There was once a peaceful land; people were happy and had no troubles. But for some reason, there was a strange force draining the Mana power across the world. A Mana knight emerged among the people—the only person who can release the Sword's power and restore the Mana throughout the land once and for all. He has faced many enemies on the way and struggled through endless dungeons and caves from afar. At last, the final confrontation between the Mana Beast and the knight takes place, with the help of a young girl and a sprite.

The Mana Beast will come out on different sides, so be prepared. Charge up your Mana Sword to really experience the full effect of the Mana power.



FINISH THE BEAST ONCE AND FOR ALL!

GO BACK TO SOME OF THE PEOPLE WHO HELPED YOU THROUGH THE QUEST!

The End?

YOUNG MERLIN

FOR THE SUPER NES®

™

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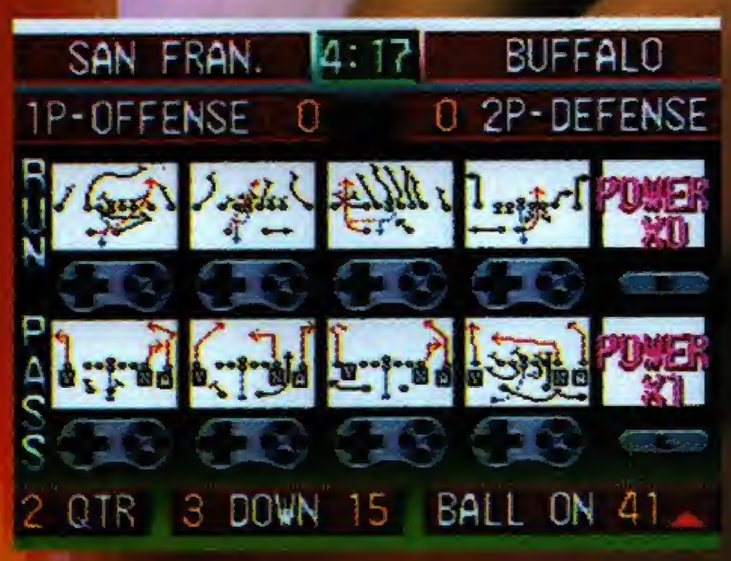
Frank Gifford calls every down.

Power Play Mode zooms in tight on all the action.

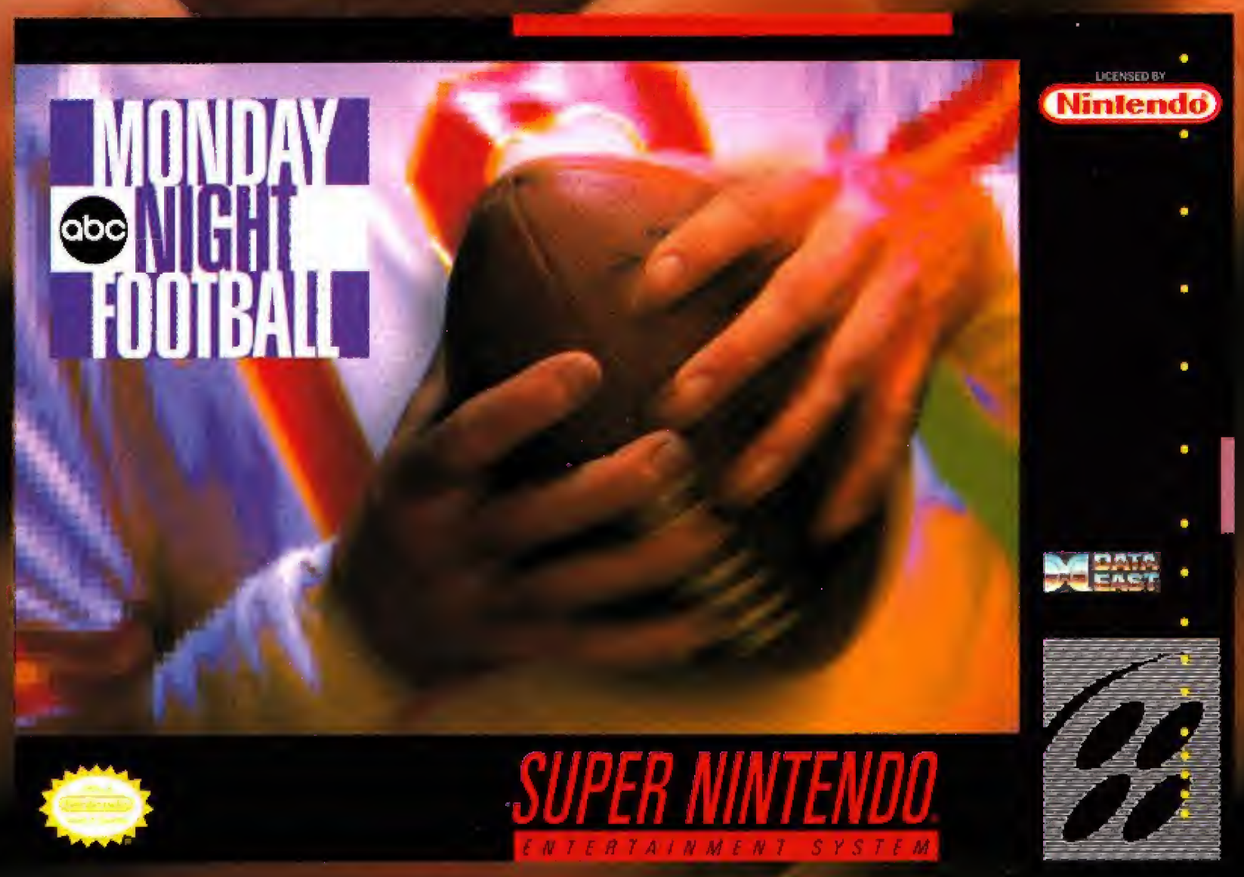


Run a variety of offensive and defensive plays.

Try not to fumble as you plow down a mud-slicked or ice-packed field.

THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE®

THIRST QUENCHER



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.

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